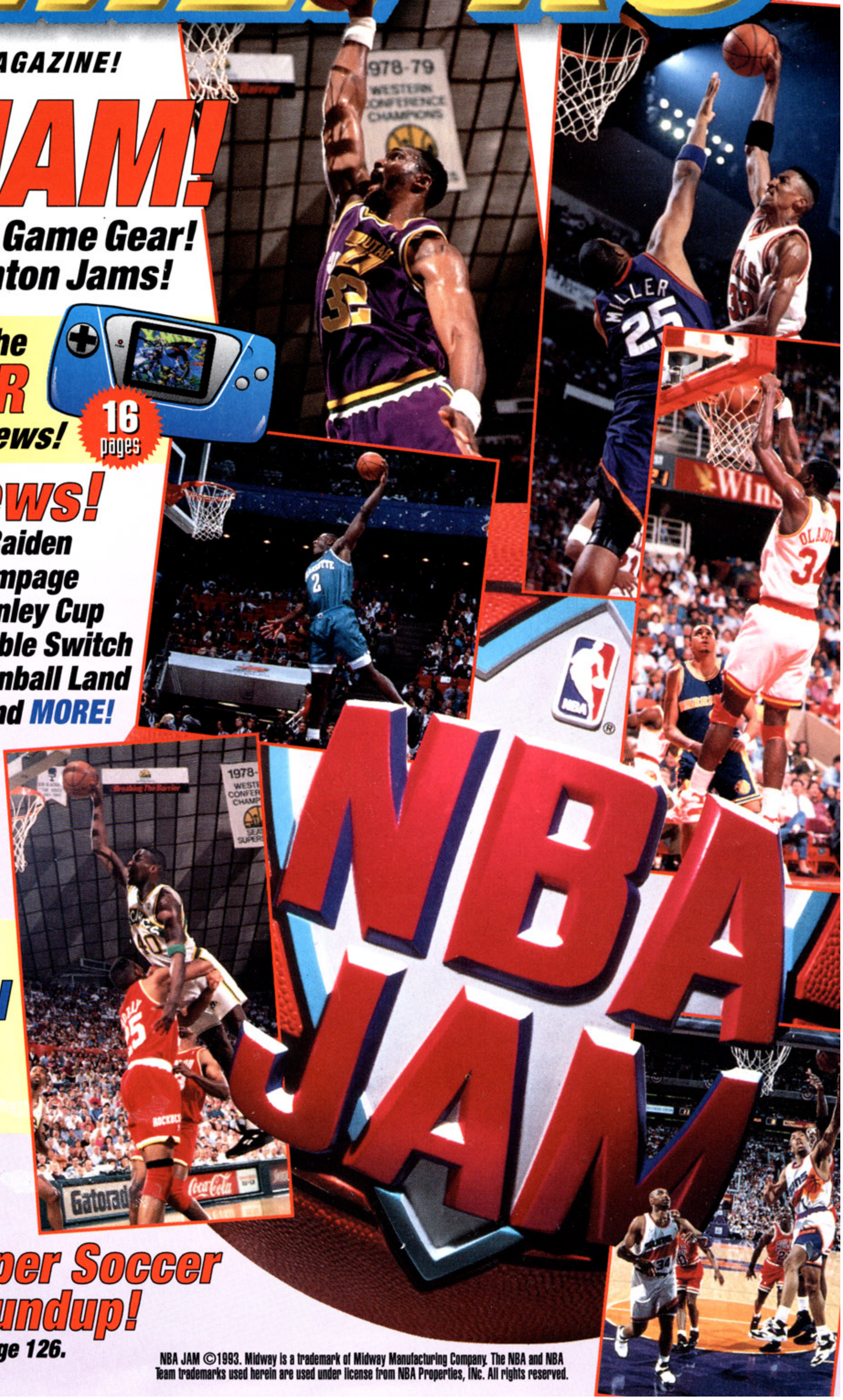
GAMEPRO®

THE #1 VIDEO GAME MAGAZINE!

NBA JAM!

SNES, Genesis, and Game Gear!
Plus: President Clinton Jams!



FREE! **Monster Guide to the**
GAME GEAR
Strategies & PreViews!

39 ProReviews!

Sonic the Hedgehog 3 • Raiden
Bugs Bunny in Rabbit Rampage
Alfred Chicken • NHL Stanley Cup
Ground Zero, Texas • Double Switch
Young Merlin • Kirby's Pinball Land
Castlevania Bloodlines and MORE!

PreViews!

Fatal Fury 2 • Bubsy II
Skitchin' • The Horde
and MORE!

Mortal Kombat II

Beginner's Survival Guide
See Page 168.

Super Soccer Roundup!

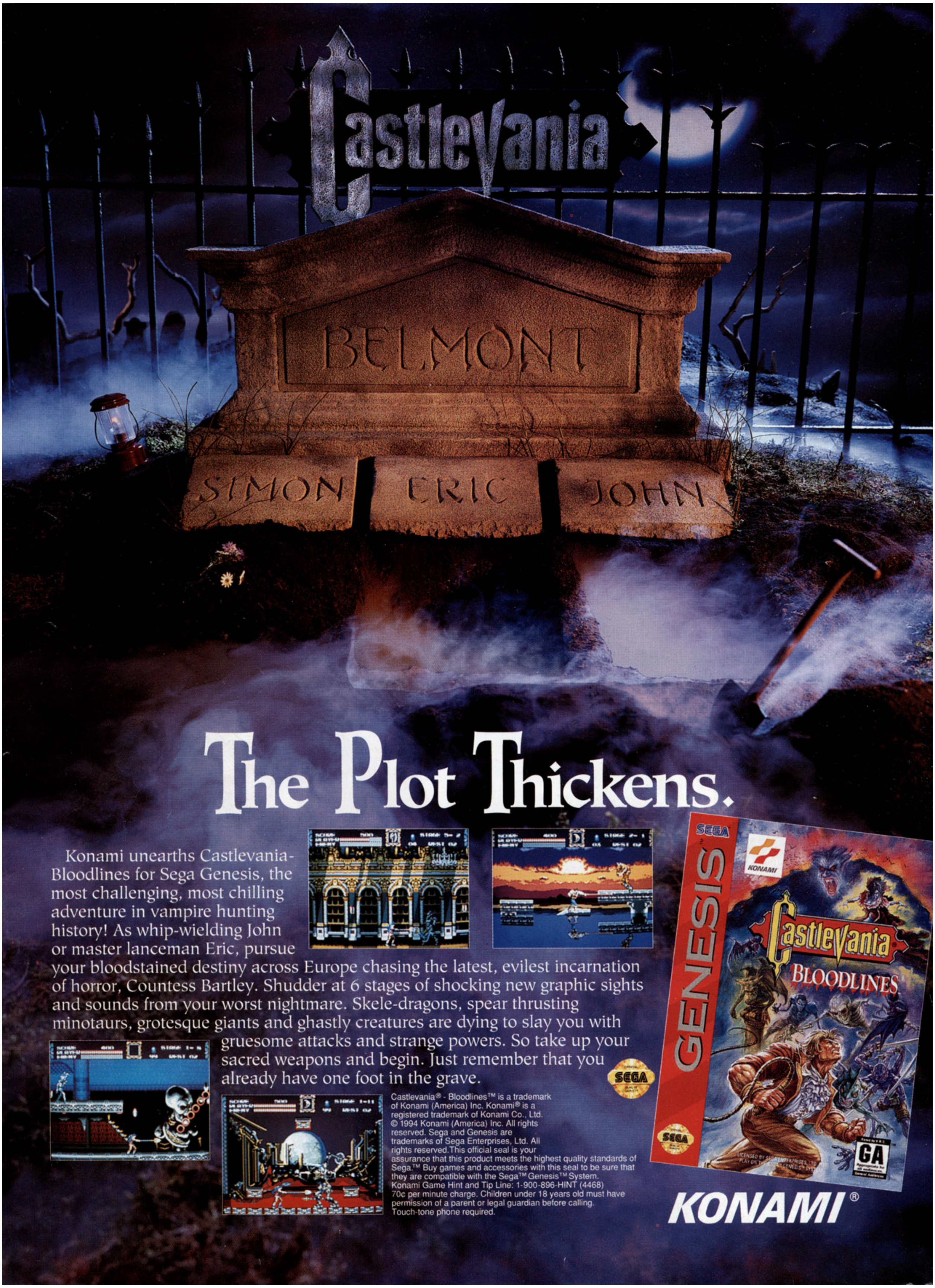
See Page 126.

An IDG Communications Publication

March 1994
$4.95 Canada $5.95

03
0 74470 65945 7

NBA JAM ©1993. Midway is a trademark of Midway Manufacturing Company. The NBA and NBA Team trademarks used herein are used under license from NBA Properties, INc. All rights reserved.



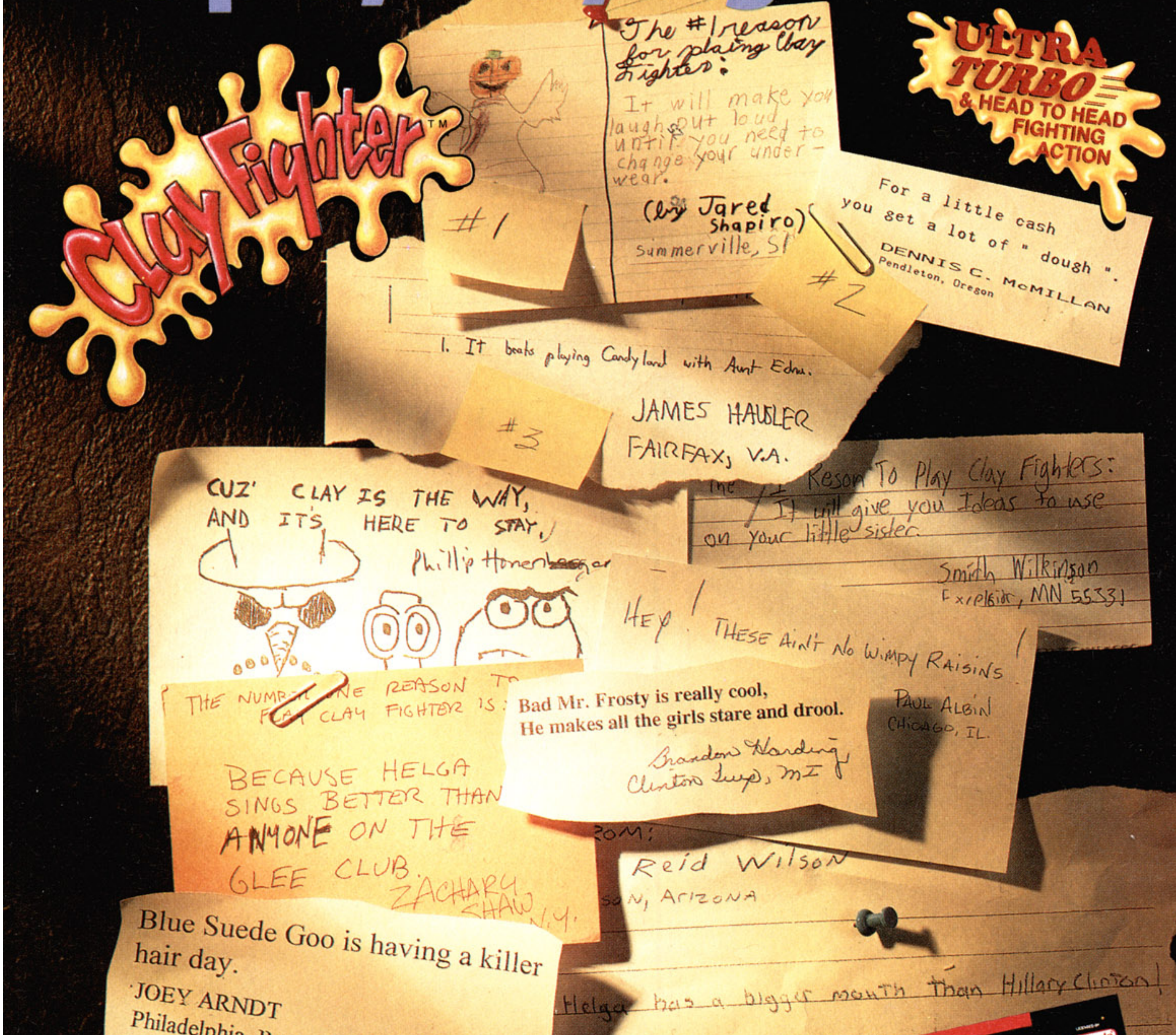
The Plot Thickens.

Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.

Castlevania® - Bloodlines™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd. © 1994 Konami (America) Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. This official seal is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System. Konami Game Hint and Tip Line: 1-900-896-HINT (4468) 70c per minute charge. Children under 18 years old must have permission of a parent or legal guardian before calling. Touch-tone phone required.

KONAMI®

And the #1 reason to play Clay Fighter™ is...


Clay Fighter™
ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION

The #1 reason for plaing Clay fighter:
It will make you laugh out loud until you need to change your underwear.
(by Jared Shapiro)
Summerville, SC
#1

For a little cash
you get a lot of " dough ".
DENNIS C. McMILLAN
Pendleton, Oregon
#2

1. It beats playing Candyland with Aunt Edna.
JAMES HAUSLER
FAIRFAX, V.A.
#3

CUZ' CLAY IS THE WAY,
AND IT'S HERE TO STAY,
Phillip Honenberger

The #1 Reson To Play Clay Fighters:
It will give you Ideas to use on your little sister.
Smith Wilkinson
Excelsior, MN 55331

HEY! THESE AIN'T NO WIMPY RAISINS!
PAUL ALBIN
CHICAGO, IL.

THE NUMBER ONE REASON TO PLAY CLAY FIGHTER IS:
BECAUSE HELGA SINGS BETTER THAN ANYONE ON THE GLEE CLUB.
ZACHARY SHAW, N.Y.

Bad Mr. Frosty is really cool,
He makes all the girls stare and drool.
Brandon Harding
Clinton Twp., MI

FROM:
Reid Wilson
…SON, ARIZONA
Helga has a bigger mouth than Hillary Clinton!

Blue Suede Goo is having a killer hair day.
JOEY ARNDT
Philadelphia, Pa.

We asked you why Clay Fighter™ shreds the rest, and you answered big-time—with hundreds of reasons why these cool characters burn up your SNES hotter than those other lame blood n' guts fighting games. And these are the reasons that had us laughing hard enough to squirt milk out of our nose. Thanks for the killer comments, and for telling everyone why **Clay Fighter** has 'em beat in the streets!

LICENSED BY Nintendo
Clay Fighter™
1 OR 2 PLAYERS
Interplay
SUPER NINTENDO ENTERTAINMENT SYSTEM

First Prize

(New 27-inch stereo RCA Color Track television, three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)
— Jared Shapiro, Summerville, SC

Second Prize

(Three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)
— Dennis McMillan, Pendleton, OR

Third Prize

(One Interplay SNES game, Clay Fighter baseball cap, poster and temporary tattoos)
— James Hausler, Fairfax, VA

Honorable Mentions

(Clay Fighter baseball cap, poster and temporary tattoos)
— Phillip Honenberger, Smith Wilkinson, Reid Wilson, Joey Arndt, Zachary Shaw, Paul Albin, Brandon Harding

LICENSED BY Nintendo

© 1993 Interplay Productions, Inc. and Visual Concepts. All rights reserved. Clay Fighter is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.

Interplay

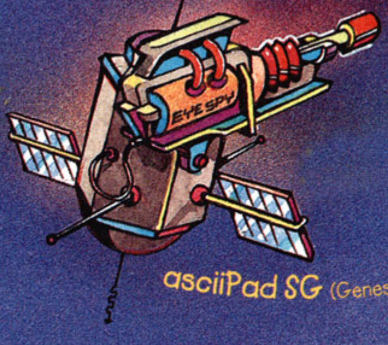
Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6655

It all began

when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

Power Clutch (Genesis) The joystick that revolutionized the Sega.

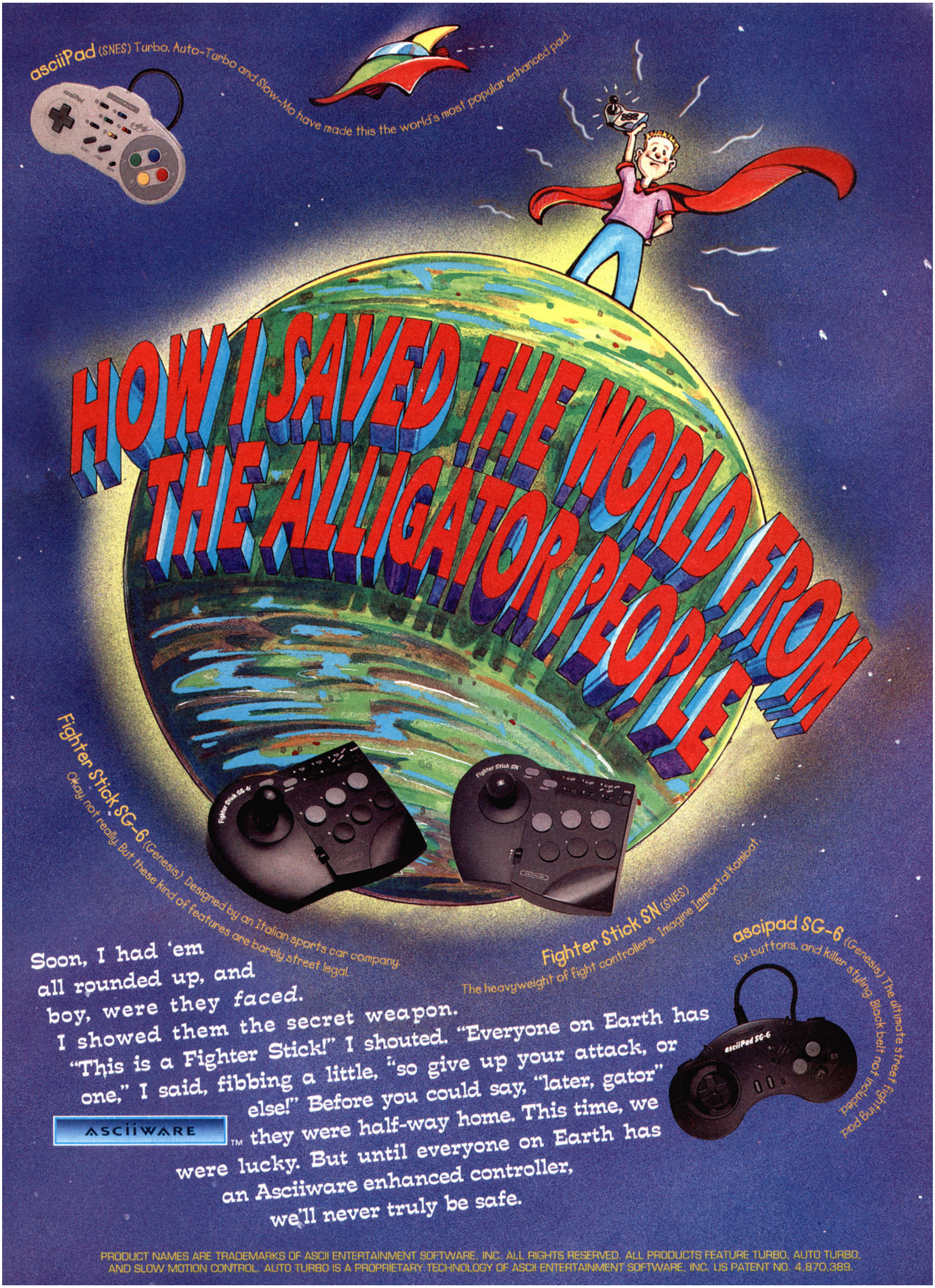
Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire,Auto Turbo and Slow Mo.



asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

©1993 ASCII ENTERTAINMENT SOFTWARE, INC. P.O. BOX 6639, SAN MATEO, CA. 94403. TELEPHONE (415)570-7005. ASCIIWARE AND ALL RESPECTIVE


HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine Immortal Kombat.

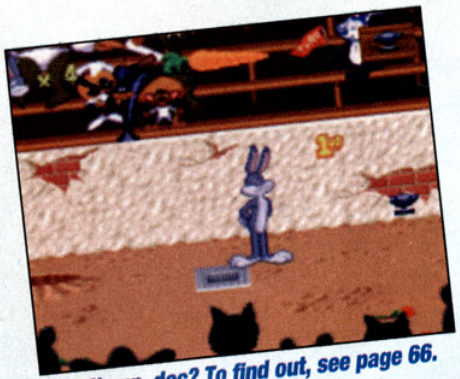
ascipad SG-6 (Genesis) The ultimate street fighting pad. Six buttons, and killer styling. Black belt not included.

Soon, I had 'em
all rounded up, and
boy, were they *faced.*
I showed them the secret weapon.
"This is a Fighter Stick!" I shouted. "Everyone on Earth has
one," I said, fibbing a little, "so give up your attack, or
else!" Before you could say, "later, gator"
they were half-way home. This time, we
were lucky. But until everyone on Earth has
an Asciiware enhanced controller,
we'll never truly be safe.

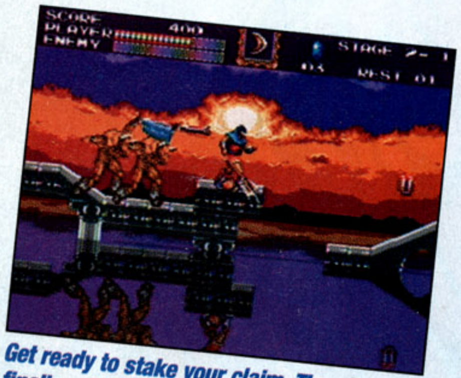
ASCIIWARE™

PRODUCT NAMES ARE TRADEMARKS OF ASCII ENTERTAINMENT SOFTWARE, INC. ALL RIGHTS RESERVED. ALL PRODUCTS FEATURE TURBO, AUTO TURBO, AND SLOW MOTION CONTROL. AUTO TURBO IS A PROPRIETARY TECHNOLOGY OF ASCII ENTERTAINMENT SOFTWARE, INC. US PATENT NO. 4,870,389.

CONTENTS



What's up, doc? To find out, see page 66.



Get ready to stake your claim. There's finally a Castlevania adventure for the Genesis. See page 46.

SONIC THE HEDGEHOG 3

He's back! The hedgehog returns in a sizzlin' sequel. See page 42.

8 **Letter from the GamePros**

12 **The Mail**

18 **The Cutting Edge**
Get a glimpse of the future with RPI Technologies' Virtual Reality glasses.

22 **On Location: Skitchin'**
Roll into the Great White North for a look at the making of EA Canada's answer to Road Rash!

28 **On Location: At Accolade**
Accolade has been busy, bringing Bubsy back in a new catventure that'll make you purr, and more.

33 **Hot at the Arcades**
Survival Arts and Raiden II turn up the heat at the arcades this month.

34 **Cover Feature: NBA Jam Comes Home**
NBA Jam's finally here for the Super Nintendo, Genesis, and Game Gear systems. Here's a complete look at the new carts. Plus: Play as Bill Clinton and Al Gore with our top-secret tricks!

42 **ProReviews**

- **42** ***Genesis**: Sonic the Hedgehog 3, Castlevania Bloodlines, Zool, Mega Turrican, Action 52, Family Feud, Joe & Mac, Fido Dido, Chester Cheetah...Wild Wild Quest.*
- **60** ***Sega CD**: Ground Zero, Texas; Double Switch*
- **66** ***Super NES**: Bugs Bunny in Rabbit Rampage, Super Alfred Chicken, X-Caliber 2097, Turn and Burn: No-Fly Zone, An American Tail: Feivel Goes West, Kendo Rage, Barbie Super Model, Beethoven's 2nd, Chester Cheetah...Wild Wild Quest, PreView: Fatal Fury 2*
- **110** ***NES**: Wayne's World*
- **114** ***3DO**: Total Eclipse, Night Trap*
- **122** ***Jaguar**: Raiden*
- **142** ***Game Boy**: Kirby's Pinball Land*
- **144** ***Lynx**: Ninja Gaiden*
- **146** ***Game Gear**: Road Rash, The Addams Family, Bartman vs. Radioactive Man*

126 **The Sports Page**
NHL Stanley Cup (SN), Winter Extreme (SN), World Soccer '94 (SN), Champions World Class Soccer (SN), Super Goal 2 (SN), Pelé! (G), and World Cup Soccer (GG)

139 **Role-Player's Realm**
Our ProReview of Young Merlin casts you into a fantasy kingdom of good versus evil. Our two-page ProStrategy Guide safeguards your journey!

Volume 6, #3; March Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be pre-paid in U.S. dollars on a U.S. bank and must include $20/year additional postage.

Cover credit: Courtesy NBA Properties, Inc.

ALMOST NUCLEAR
WARNING: NAKI battery paks cause extended play which has been known to result in mind melt!
12 ACTION PAK+
ACTION PAK
TURBO TWINS
FOR SEGA GAME GEAR
6

Snap in all the power you need with the hottest new rechargeable battery paks from NAKI. Battery paks for *GAME BOY® and *Game Gear® so powerful they'll create a ***gaming explosion!***

Forget conventional batteries. Be kind to the environment. No tangling wires to slow you down. ***Nuke your GAME BOY or Game Gear*** with pure power for hours of playing action! Recharge overnight or plug in and play. NAKI's battery paks help you get a grip with their ribbed playgrip surface.

Look for NAKI's ***totally nuclear*** family of rechargeables including the award winning *Turbo Twins*™ for Game Gear. Complete *Action Pak*™ for GAME BOY line of rechargeables with AC Adaptor/Recharger and NAKI's *Solar Pak*™ for GAME BOY charges up from the sun's energy.

Now that's really nuclear!

NAKI™

The Gamer's Edge

To power up with NAKI, call the
NAKI CONSUMER HOTLINE at **1-800-824-NAKI.**
Or check us out at the following retailers: Ames, Babbages, Captron, Circuit City, Funco Land, Sears Funtronics, Good Guys, Incredible Universe, J.C. Penney Catalog, Laneco, Macy's, Meijer, Software ETC, Video Concepts, The Wiz, Witmark, and most other major retailers nationwide.

PRO PLAYER
SOLAR-PAK

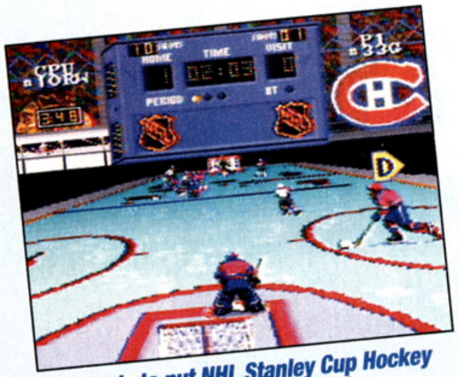
Pro Player™ Joy Stick for *Genesis® or *Super Nintendo®

Mini Arcade™ for GAME BOY

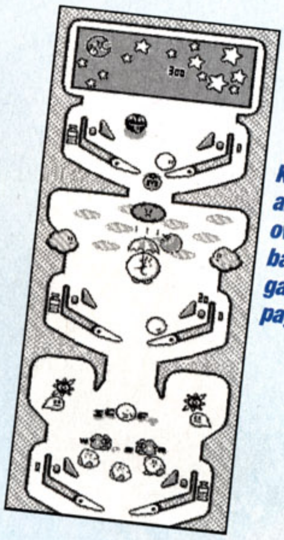
Solar Pak™ for GAME BOY

*GAME BOY® and Super Nintendo® are registered trademarks of Nintendo of America.
*Game Gear® and Genesis® are registered trademarks of Sega Enterprises L.T.D.
Action Pak, Turbo Twins, Pro Player, Mini Arcade and Solar Pak are tradenames of NAKI International USA Inc.
© 1993 NAKI International USA Inc. All Rights Reserved.

CONTENTS



Get ready to put NHL Stanley Cup Hockey on ice. See page 126.



Kirby's back, and you'll flip over his pinball extravaganza. See page 142.

152 **GamePro Lab Report**
Innovation's living up to its name with the multi-system Ultra Stick and Super Charger. Plus, Tyco Toys wants to give you a charge with their new Power Plug.

156 **S.W.A.T.Pro**
Secret weapons and tactics from the GamePros.

164 **The Fighter's Edge**
Tournament-winning combos and strategies for competitive fighting games. This month we'll knock you out with tactics for Fatal Fury and Mortal Kombat II.

178 **Short ProShots**
A quick look at the latest games!

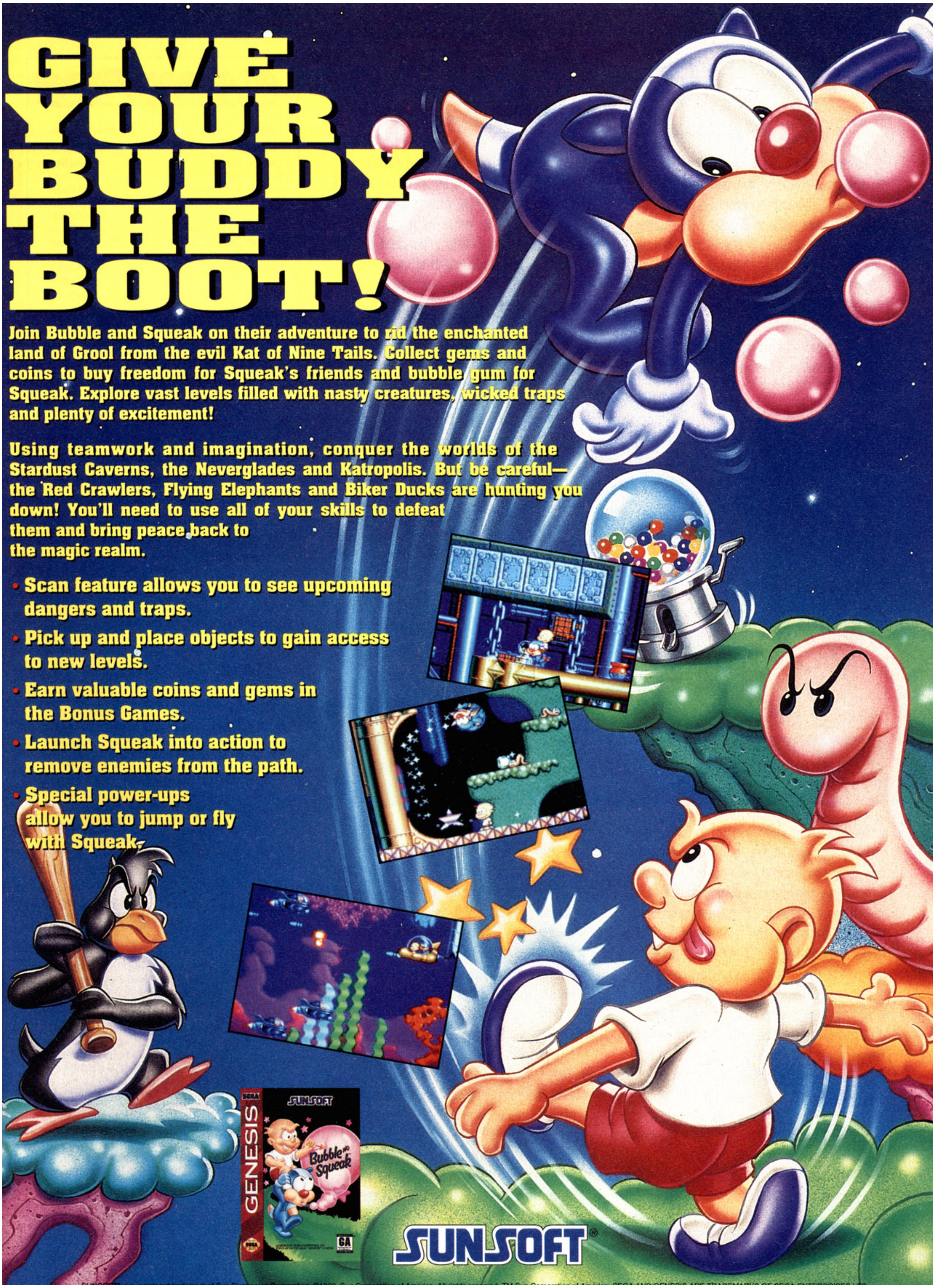
182 **Overseas ProSpects**
We've rounded up the latest Super Famicom carts: Super Godzilla, Ardy Lightfoot, Dragon Ball Z-2, Kamen Rider, Katsuya Onizuka Super Virtual Boxing

184 **ProNews**
All the video game news that's fit to print.

190 **Advertiser Index**

GAMEPRO
ProStrategy Guide
FOR THE
GAME GEAR
Stupid Pet Tricks
Tom & Jerry – The Movie
Ecco the Dolphin
Jurassic Park
Beast for the Shaven Yak Starring Ren & Stimpy
GAME GEAR COMBAT
Shinobi 2
Mortal Kombat
Streets of Rage 2

Here's everything you always wanted to know about your Game Gear, but were afraid to ask. See our 16-page ProStrategy Guide.



GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

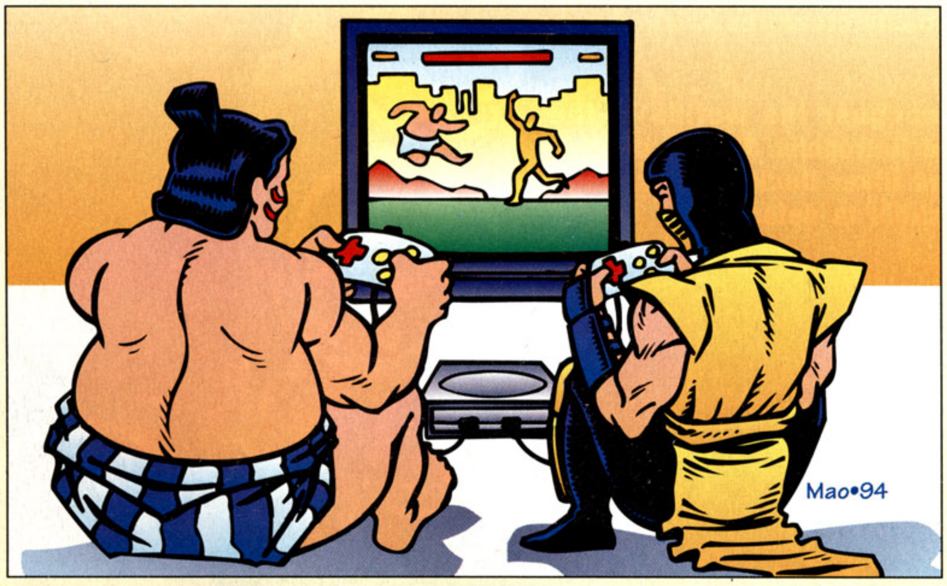
Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.

Are Games Facing a Finishing Move?

Lately, there's been story after story in the newspapers, magazines, and on television about the hottest topic around: violence and sexism in electronic games. Senators are calling some video games "trash" and "sexist" – Mortal Kombat and Night Trap seem to be the main targets. Other legislators are calling for a ban on controversial games.

To say that the debate is heated is an understatement. On the table are issues like whether violent video games cause players to be more aggressive, and if a video game rating system would help curtail excessive violence in society as a whole.



> **"...what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play."**

The release of CD games with full-motion video and the advent of more advanced systems like 3DO and Jaguar – hardware that can display near photo-realistic graphics – means that games are evolving into interactive movies. Most parents wouldn't let their preteen watch Terminator II, but they permit them to pull the heart out of an opponent in a video game.

Yessir, we're in the middle of this issue. The GamePros here in the office like playing games and feel that what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play. We're not looking for censorship as the answer, though, because if even one person is in line to buy a product, it deserves to be on the store shelf. At the same time, we're all for a system that provides everyone with clear game-content information, so that video game consumers – from the youngest gamer to the grandparent buying a gift for a grandchild – is better informed. For that reason alone, we encourage an industry-wide rating standard that everyone is happy with.

Take a look at our masthead. The name of the group that heads up *GamePro* is Infotainment World. Break out the word "Infotainment," and you'll understand our mission. We are here to provide you with "info" about your "entertainment." In the case of *GamePro*, it's the best information on the most popular video game products. With *PlayRight*, it's a newsletter for parents, to inform them about the electronic entertainment products their kids are playing. With the new *Electronic Entertainment* magazine, it's a look at the higher-level gaming offered by computers, CDs, on-line services, and other game platforms. To paraphrase a famous saying, we believe Infotainment means "power" – the power for you to make an informed decision about electronic entertainment.

GAMEPRO

Publisher	John F. Rousseau
Editor-in-Chief	LeeAnne McDermott
Executive Editor	Wes Nihei
Managing Editor	Janice Crotty
Assistant Managing Editor	Kathy Skaggs
Senior Editors	Andy Eddy Chris Strodder
Senior Associate Editor	Lawrence Neves
Associate Editor	Matt Taylor
Production Editor	John Fisher
Editorial Interns	Kevin Ferguson Allan McGraw Jennie Wuest
Director of Creative Services	Francis Mao
Associate Art Director	Janette Harms
Senior Designer	Teresa Hill
Design Associate	Charmaine Conui
Production Manager	Patricia Ferguson
Assistant Production Manager	Susanna Johnson
Production Coordinators	Alex Lai Vincent F. Burns
Marketing Director	Debra Vernon
Marketing Manager	Valerie Hennigan
Marketing Specialist	Donna Deuell
Marketing Associate	Cindy Penrose
Director of Manufacturing	Fran Fox
Manufacturing Specialists	Cathy Theroux Kim Hansen
Circulation Director	Holly Klingel
Subscription Promotion Specialist	Marcia Newlin
Fulfillment Specialist	Randy Randolph

!INFOTAINMENT WORLD

President/Founder	Patrick J. Ferrell
Executive Vice President Global Operations	John F. Rousseau
Accounting Manager	Carmen Mangion
Human Resource Director	Christine Y. Yam
Operations Manager	Jeannine C. Harvey
Facilities Coordinator	Samuel Grimaldo
Senior Accountant	Laura Rosenga
Administrative Assistant	Lesieli M. Friesen
Executive Assistant to the President	Rebecca Patton
Executive Assistant to the Publisher	Lonnie M. Forbes
Receptionist	Pamela Raass
Accounting Interns	Vivian Hui Tejal Patel Jenny Situ

Entire contents copyright 1993 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® name and logo are registered trademarks of Infotainment World, Inc. Super Nintendo, Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Genesis, Sega CD and Game Gear are Registered Trademarks of Sega of America, Inc. Atari, Jaguar, and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC. Duo is a Registered Trademark of Turbo Technologies, Inc. Neo•Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For reprints of any article or advertisement that appear in this issue please contact the Infotainment World, Inc. Reprint Dept. at (415) 349-4300.

For subscription problems only, please write:
P.O. Box 55527, Boulder, CO 80322-5527

Member BPA CONSUMER MAGAZINES

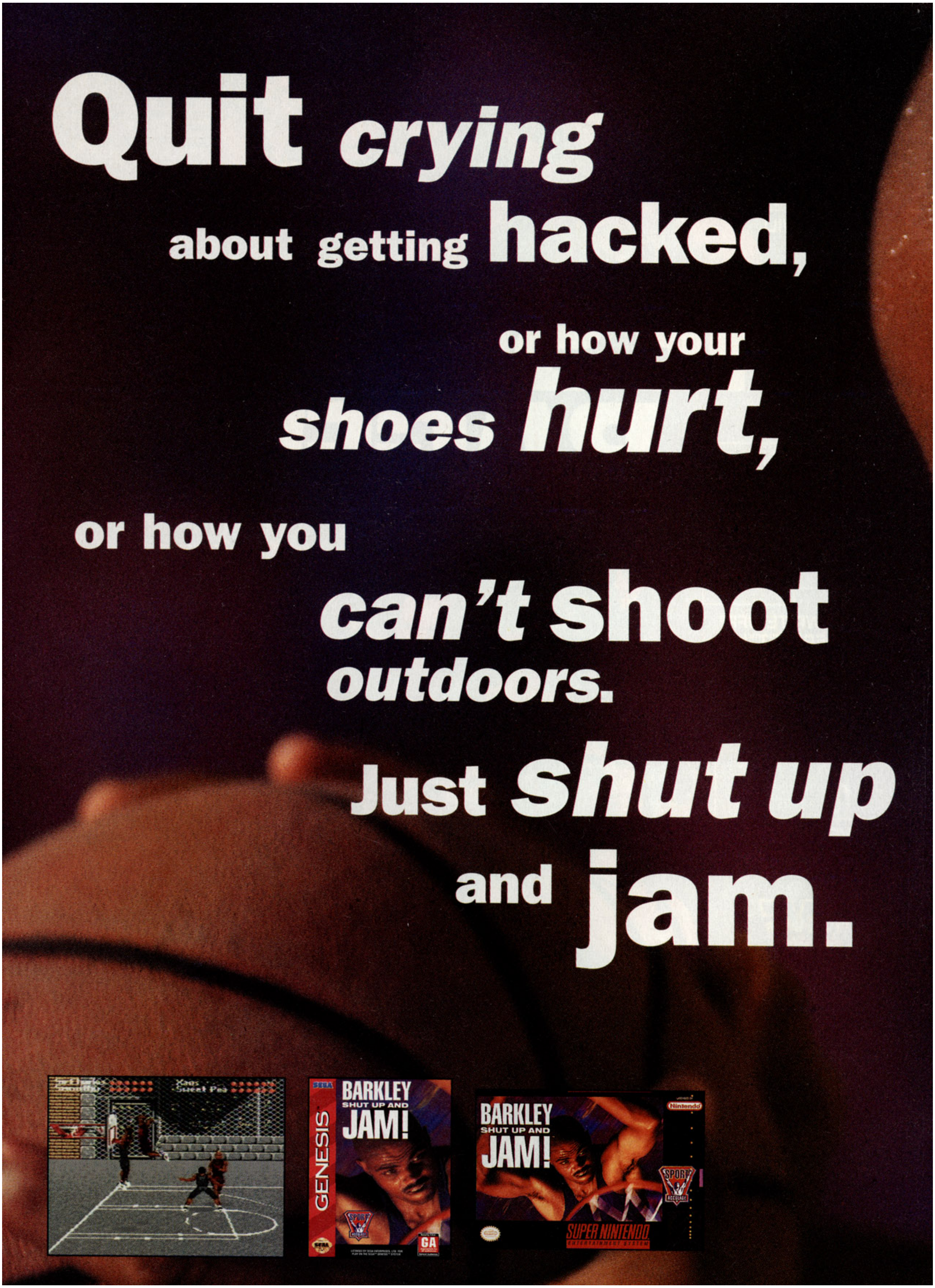
ONLY ONE WILL SURVIVE!
DEVASTATING AERIAL ATTACKS!
THE SEGA CD™ RAGE!™
NEVER "WRITE OFF" MR.PERFECT™!
BEWARE THE BANZAI DROP!
LIVE-ACTION VIDEO OF EACH SUPERSTAR!
PUNISHING PILEDRIVERS!
WF
SEGA CD
RAGE IN THE CAGE
OFFICIAL WORLD WRESTLING FEDERATION LICENSED PRODUCT
Akklaim entertainment, inc.

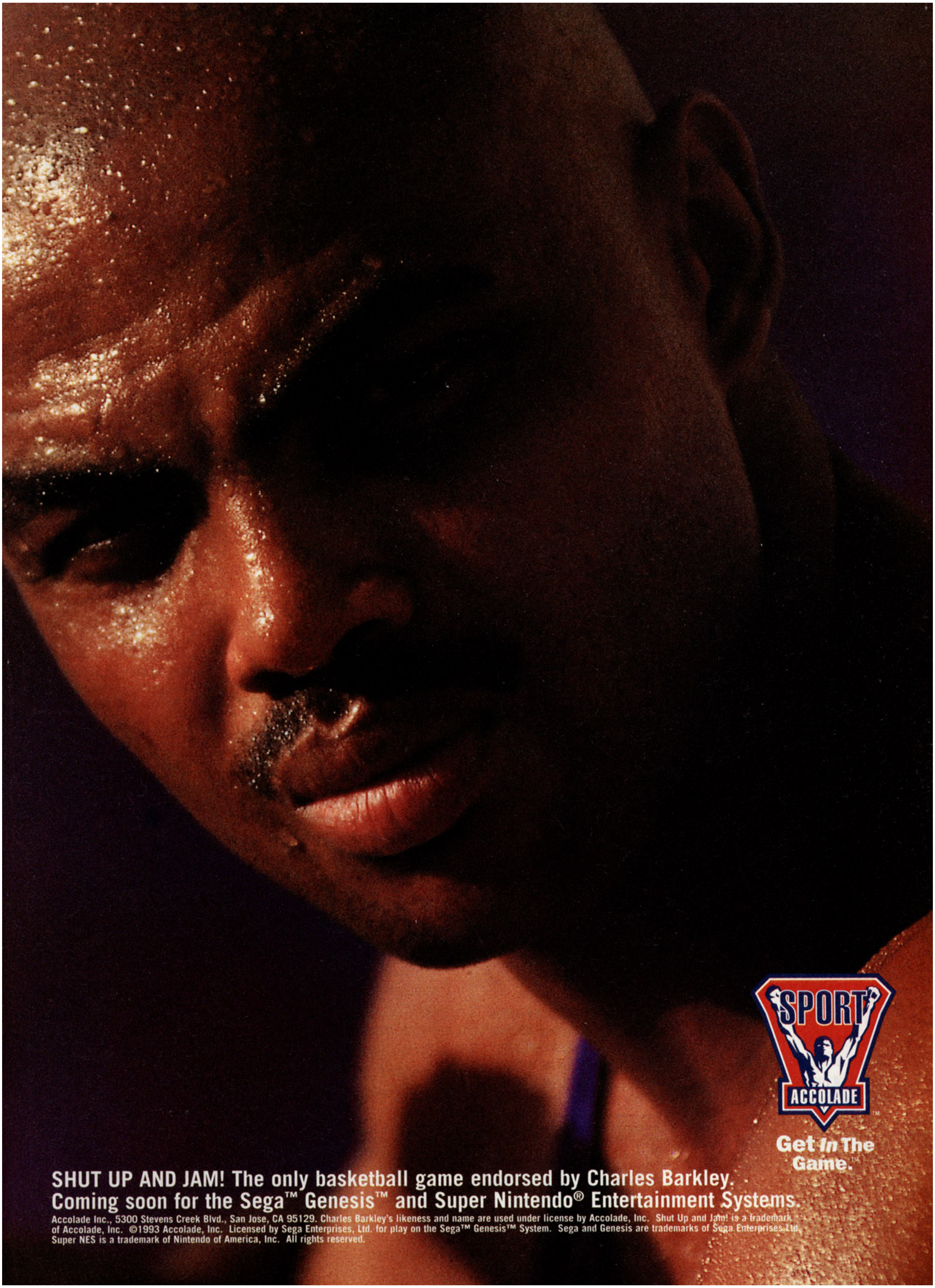
BRACE YOURSELF! A supercharged lineup of **20** Superstars collide in the ultimate World Wrestling Federation® slugfest! Ballistic Tournament battles, "No-Holds-Barred" brawls, thrashing in and out of the ring action, brutal fight-to-the-finish Steel Cage matchups...and more!

Do **you** have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!

KOMING SOON
MORTAL KOMBAT®
ON SEGA CD™!

World Wrestling Federation and its logo are registered trademarks of TitanSports, Inc. Hulk Hogan, Hulkamania and Hulkster are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All rights reserved. Mortal Kombat® ©1992 Licensed from Midway® Manufacturing Company. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Arena is a divisions of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.


Quit crying
about getting hacked,
or how your
shoes hurt,
or how you
can't shoot
outdoors.
Just shut up
and jam.
SEGA
GENESIS
BARKLEY
SHUT UP AND
JAM!
GA
BARKLEY
SHUT UP AND
JAM!
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM



**SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.**

Accolade Inc., 5300 Stevens Creek Blvd., San Jose, CA 95129. Charles Barkley's likeness and name are used under license by Accolade, Inc. Shut Up and Jam! is a trademark of Accolade, Inc. ©1993 Accolade, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Super NES is a trademark of Nintendo of America, Inc. All rights reserved.

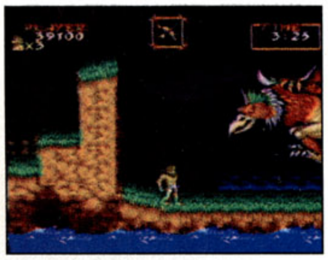
THE MAIL

GamePro Readers Speak Out!

Video Vixens – The Sexism Debate

I'm writing about Sue Packard's November letter in which she claims that women wear only bikinis in video games. Well, here are three who wear more – Chun Li in SF II, Sonya in MK, and Ripley in Alien 3. And anyone who thinks that there are no men in underwear hasn't seen the guys in Super Adventure Island, Super Ghouls 'n Ghosts, and WWF Royal Rumble.

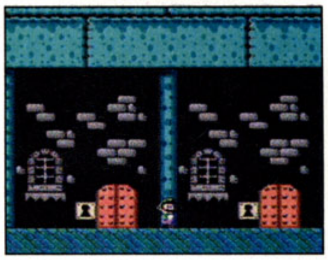
Patrick McKeegan
Brampton, Ontario



Arthur's underwear in Super Ghouls 'n Ghosts for the SNES.

Women aren't the only ones in distress in video games. How about Mario in Mario is Missing?

Marvin Mahayag, NY, NY



Mario in distress.

Video Vices – Cut the Commercials

Please print this message to Sega: I'm sick of your commercials that imply we Game Boy players are vulgar freaks of nature. Nor are we as stupid as dogs, as another commercial suggests. Stop insulting me and my friends.

Tomasz Strzelczyk
Ontario, Canada

The Magazine Biz

How can I write to Scary Larry or Slasher Quan?

Steven Schrandt, Mansfield, OH

(You can reach any of us by writing to our office. The address is on page 14. All the letters, which add up to thousands per month, are opened and read. – Bonehead)

In your December issue, you reviewed Turtles Tournament Fighters for the SNES, but there were no ratings. Why was that?

Hector Escobedo, Los Angeles, CA

(Talk about embarrassing! The ratings were there when we proofed the pages – I think Shredder got to them at the printer! Here ya go. – Bro' Buzz)

I need tips for old games. Can you help me out?

Aaron Burgin, Long Beach, CA

(SWATPro can! Check out our other magazine, SWATPro. In addition to having hundreds of tactics and strategies for the latest games, it's got a section called Classic SWAT, which gives tips for all of those not-so-moldy oldies. – Andromeda)

Super NES Game ProFile

Teenage Mutant Ninja Turtles: Tournament Fighters

(By Konami)

You want Street Fighter action without Street Fighter II? Here's a serious SFII clone that can bring Street snobs as well as fledgling fighters out of their shells.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	5.0	ADJ. Adjustable

Price not available
20 megs
Available December

Fighting Game
2 players
Side view

GENESIS · SEGA CD · SUPER NES · NES · GAME BOY · GAME GEAR
S.W.A.T.PRO
OVER 150
VIDEO GAME TIPS, TACTICS, AND STRATEGIES
SUPER STREET FIGHTER II
NEW STRATEGIES FOR THE TOUGHEST GAMES!
MORTAL KOMBAT
SUPER EMPIRE STRIKES BACK
JURASSIC PARK

Classic SWAT, and way more.

When you give release dates for games, are you talking about the release in California?

Preston Eckman, Boise, ID

(Those dates are for the nationwide release. The manufacturers tell us when they are planning to release the games nationwide, but the dates sometimes change at the last moment. – The Unknown Gamer)

In your magazine, Chips & Bits is advertising Super Return of the Jedi for sale at $59. I thought it wasn't coming out until later.

Tony Gutierrez, Manteca, CA

(You have sharp eyes, Tony. Chips & Bits takes advance orders on merchandise that is expected in the next six months or so. Super Return will be out later in '94, although no release date is set. Call Chips & Bits at (802) 767-3033 for more info. – Lance Boyle)

Can aspiring artists like me send in art on regular paper for your monthly art contest, or do we have to draw on envelopes?

Ivan Diaz, Modesto, CA

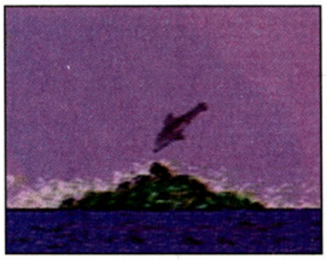
(We'll consider everything for the contest. Here are some tips: Use strong colors; portray game characters in creative ways; put your name and city on the back; don't use regular pencil; don't cover the envelope with tape; and don't write messages all over your art. Good luck! Maybe you'll win the cool prize we're giving away! – Captain Squideo)

Let's Get Technical

How many colors can the Game Gear show on-screen at once?

Chris Schiaffo, Allentown, PA

(The Game Gear can display 32 colors at one time. – Video Head)



There may be only 32 of 'em, but the colors are dazzling in Ecco the Dolphin for the Game Gear.

You've often mentioned something called the Game Gear cable. What is it?

Mrs. Charlene Cooper, Claymont, DE

(You can buy the Gear-to-Gear cable separately for about $15. It enables you to link up two Game Gears for simultaneous head-to-head competition in games, such as Mortal Kombat and Streets of Rage 2. Note that you need to have two copies of whatever game you're playing, one for each hand-held system. – Miss Chievous)

Is it possible to convert Pro Action Replay codes to Game Genie codes, or the other way around?

Nick Lauseng, Herington, KS

***(There's no way to do this as of now, but it may happen some day.
– The Lab Rat)***

Out with the Old, In with the New

I must have a Jaguar. Where can I get one?

Greg Lalone, Sterling Heights, MI

***(The car? At a dealership near you. The game system? For now, only in New York or San Francisco toy or electronics stores. A national rollout of the Jag is coming soon.
– The Whizz)***

If you want to drive a Jag, you'll have to head for the coast.

I'm confused. The cover of your October issue announced Atari's 64-bit Jaguar, but your November cover said it was "Nintendo's New 64-bit System!" Which is it?

Ryan Celeslie, Arnold, MO

(Both! Atari started selling its 64-bit Jag in New York and San Francisco just before Thanksgiving, and Nintendo has announced its new 64-bit system, Project Reality, which is due in '95. – Earth Angel)

Fightin' Words

What does the Japanese writing in the background of Chun Li's stage in SF II mean?

Jon Graves, Allen, TX

***(These are signs. One advertises a Poultry Shop, another reads High Voltage, and the last says General Store.
– Boss Music)***

When I'm fighting in China in Super SF II, there's this strange laugh that randomly comes on. Also, when I finish the game with M. Bison, his closing statement is something like "Not even the ancient one was brave enough to challenge me." Are these clues to a secret character?

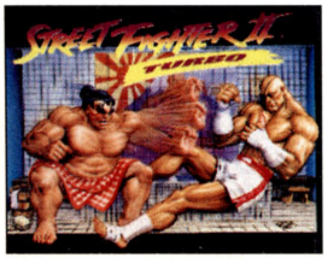
Long Yu, Vancouver, British Columbia

***(Nope. That cackling sound is from a chicken, according to Capcom, because there's a Poultry Shop nearby. Capcom also says that there are no secret characters to be found.
– Hack 'n' Slash)***

On the cover of the SF II Turbo manual there's a blurry old man in the center under the word Turbo. What's going on?

Mitch Cook, Greensboro, NC

***(That's Dhalsim. He's teleporting, which is why he looks ready to disappear.
– Game Over Man)***



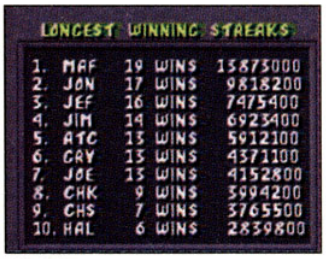
Dhalsim teleports from the center.

Halloween in Hawaii – eight-year-old Teal Willingham of Kaneohe shows off Chun Li's moves.

Why are there High Scores in Mortal Kombat? It's impossible to get my initials among them, even though I've won the game with enough points to qualify for a High Score.

Chris Kunigenas, Berkeley, CA

***(Those scores are simply targets to aim for – there's no battery to store your own high scores.
– Scary Larry)***



```
LONGEST WINNING STREAKS

 1. MAF   19 WINS  15873000
 2. JON   17 WINS   9818200
 3. JEF   16 WINS   7475400
 4. JIM   14 WINS   6923400
 5. ATC   13 WINS   5912100
 6. GRY   13 WINS   4371100
 7. JOE   13 WINS   4152800
 8. CHK    9 WINS   3994200
 9. CHS    7 WINS   3765500
10. HAL    6 WINS   2839800
```

Mortal scores.

I recently beat Super SF II. Since I did it without continuing once, I got to see the credits. Under Special Thanks, they listed the name Dr. Dave. Is this the Dr. Dave from *GamePro*?

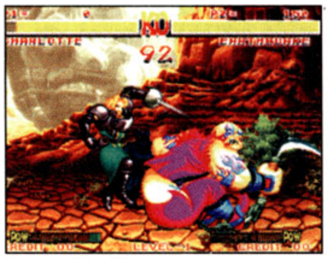
Ed Haggard, Honolulu, HI

***(That's him! Dave Winstead, AKA Dr. Dave, used to work for GamePro, but he now works for Capcom as an R & D specialist. He no longer writes for the magazine.
– Slasher Quan)***

What's with the white blood in Samurai Shodown for the Neo•Geo? I paid big bucks to have an accurate, uncensored version of the arcade game. If I wanted a "milk mode," I would've waited for Nintendo to come out with their version.

Bruce Richter, Lyons, Il

***(You'd have to get the Japanese Neo•Geo to see what you want. The Japanese version of Samurai Shodown has all the uncensored blood and fatalities.
– Lawrence of Arcadia)***



Samurai milk.

What was the best-selling Sega Genesis game of 1993?

Chris Stassis, Canada

***(Many Karts battled for number one, but the Most Kash resulted from a record-setting Marketing Kraze. The actual sales figures won't be official for another few months, but it's unlikely that Sonic Spinball, Aladdin, or Jurassic Park will come out on top in the world of Money Kombat. Any More Klues necessary?
– Manny La Mancha)***

Games, Games, Games

When the goalies score in NHLPA Hockey '93 and NHL Hockey '94 for the Genesis, why don't they get credit for it in the stats?

Greg Sayuk, Vallejo, CA

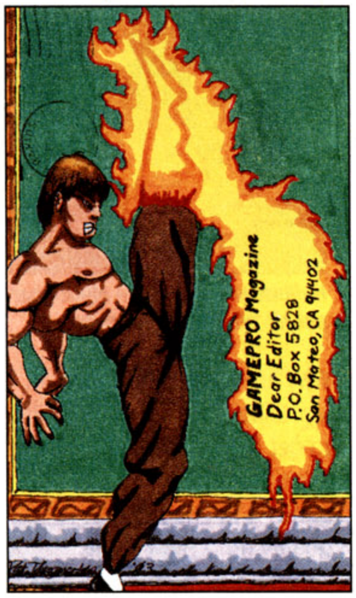
(Goalies rarely score, either in real life or in video games. According to EA Sports, software limitations prevent the goalie's stats from showing both the goals he prevents and the goals he scores. Should the goalie accidentally knock the puck into his own goal, it's credited to the last opponent to touch it. – Coach Kyle)

Danny Leone, 12, of Weston, Ontario, will check anyone who gets between him and his GamePro!

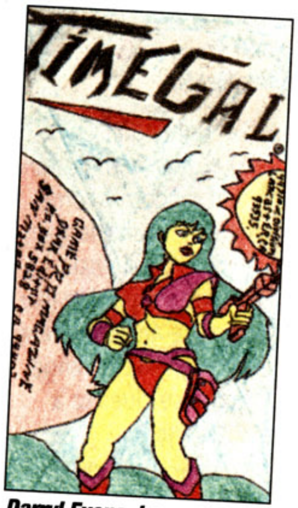
Envelope Art Award

Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis.

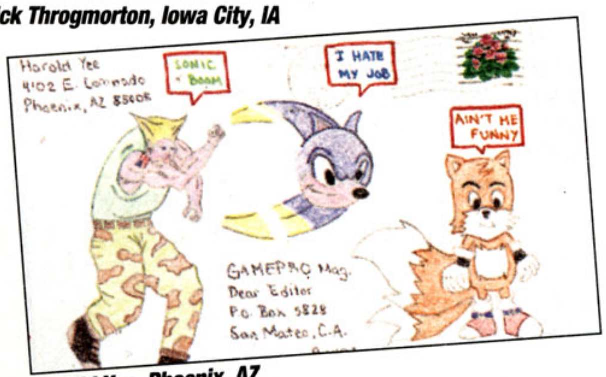
Envelope of the Month



Patrick Throgmorton, Iowa City, IA



Darryl Evans, Lancaster, CA



Harold Yee, Phoenix, AZ

Reader Report

Of the thousands of letters we receive each month, almost half comment on violence in video games. Here's the estimated breakdown for those letters that express opinions:

84% – Violence in games has no effect, parents should back off.

14% – Extreme violence in games should be censored, parents should monitor closely.

1.9% – All violence, no matter how minor, should be deleted from games.

.1% – Can't understand the fuss about games with violins.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Advertisement

G.D.W.
game discount warehouse
(312) 736-5315
P.O. BOX 41936 CHICAGO, IL 60641

DON'T FORGET TO ASK ABOUT OUR SPECIALS AS LOW AS $19.99

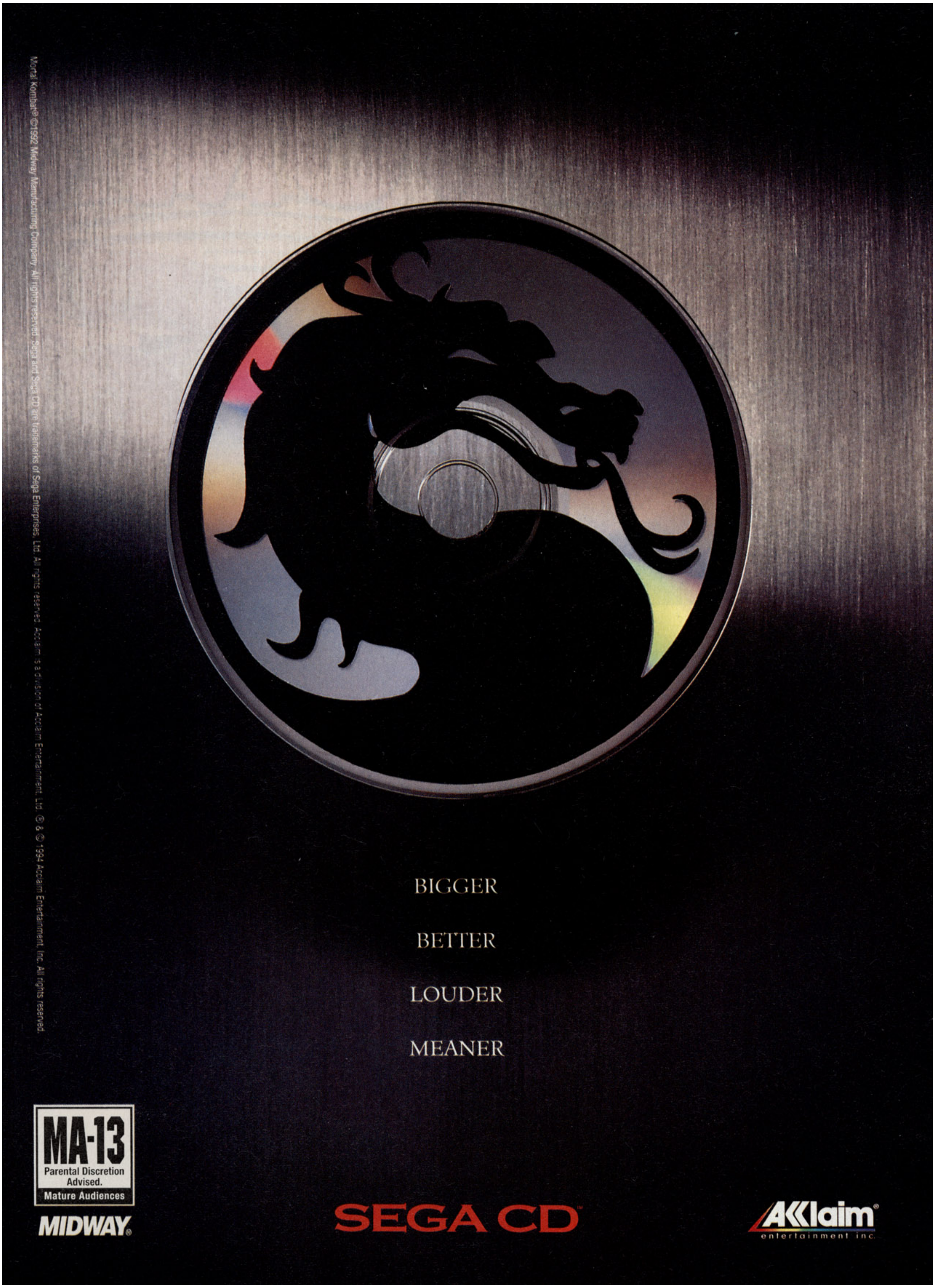
NBA JAM
AVAILABLE ON: SNES, GENESIS, GAMEBOY, GAME GEAR

TITLES LISTED MAY NOT YET BE RELEASED.
ALL PRICES AND AVAILABILITY ARE SUBJECT TO CHANGE WITHOUT NOTICE. VISA/MC ACCEPTED.
ALL SALES ARE FINAL.

SUPER NINTENDO	
BRETT HULL HOCKEY	$52.00
BUGS BUNNY	$52.00
CLAYMATES	$45.00
ESPN BASEBALL	$52.00
ESPN SUNDAY F/BALL	$52.00
FLASHBACK	$50.00
FX TRAX	CALL
HOME IMPROVEMENT	$47.00
JAGUAR XJ220	$47.00
LEGEND	$45.00
LETHAL ENFORCER	$66.00
LUFIA	$52.00
MADDEN '94	$52.00
MARIO'S TIME MACH.	$49.00
MEGA MAN X	$55.00
MORTAL KOMBAT	$59.00
NBA JAM	$59.00
NBA SHOWDOWN	$55.00
NFL Q.B. CLUB	$59.00
PELE	$49.00
PRO SPORT HOCKEY	$52.00
SENGOKU	$45.00
SIDE POCKET	$45.00
SUPER BASES LOADED 2	$58.00
SUPER BATTLETANK 2	$49.00
SUPER MARIO ALL STAR	$52.00
T.M.N.T. TOUR FIGHTERS	$55.00
TECMO SUPER BOWL	$56.00
TURN & BURN: NO FLY	$49.00
YOUNG MERLIN	$49.00

SEGA CD-ROM	
CLIFFHANGER	$39.00
DARK WIZARD	$40.00
DRACULA UNLEASHED	$42.00
DUNE	$47.00
ESPN BASEBALL	$47.00
ESPN SUNDAY F/BALL	$47.00
EUROPEAN RACERS	$39.00
HOME IMPROVEMENT	$39.00
JEOPARDY	$47.00
NFL '94 JOE MONTANA	$49.00
JURASSIC PARK	$47.00
LETHAL ENFORCER	$55.00
MEGA RACE	$39.00
MORTAL KOMBAT	$39.00
NFLS GREATEST TEAMS	$49.00
NHL '94	$49.00
OUT OF THIS WORLD	$46.00
SLIPHEED	$39.00
SON OF CHUCK	$47.00
SONIC CD	$39.00
STAR WARS 3-D REBEL	$39.00
STELLAR-FIRE	$42.00
SUPER BATTLETANK 2	$39.00
TERMINATOR	$46.00
THIRD WORLD WAR	$47.00
WARRIOR OF ROME III	CALL
WHEEL OF FORTUNE	$47.00
WING COMMANDER	$41.00
WORLD SERIES BBALL	$49.00
WWF RAGE / CAGE	$39.00

GENESIS	
ALADDIN	$49.00
BARNEY THE DINO	$46.00
BRETT HULL HOCKEY	$54.00
CASTLEVANIA BLOOD.	$44.00
CLIFFHANGER	$47.00
ESPN BASEBALL	$52.00
ESPN SUNDAY F/BALL	$52.00
ETERNAL CHAMPIONS	$57.00
JOE & MAC	$47.00
LETHAL ENFORCERS	$66.00
MADDEN NFL '94	$49.00
MICKEY'S ULTIMATE	$47.00
MORTAL KOMBAT	$49.00
NBA JAM	$49.00
NFL Q.B. CLUB	$49.00
NHL '94	$49.00
NIGEL MANSELL RACE	$45.00
PINK PANTHER	$43.00
PIRATES GOLD	$46.00
ROAR OF THE BEAST	$42.00
ROBOCOP VS TERMIN.	$47.00
SOLDIER OF FORTUNE	$52.00
SONIC THE HEDGEHOG 3	$56.00
STAR TREK: NEXT GEN.	47.00
STEVEN SEGAL	$51.00
STREET FIGHTER 2 CH.	$59.00
TOE JAM & EARL 2	$44.00
TOM & JERRY FRANTIC	$47.00
VIRTUA RACING	$54.00
WWF ROYAL RUMBLE	$47.00


BIGGER
BETTER
LOUDER
MEANER
MA-13
Parental Discretion Advised.
Mature Audiences
MIDWAY®
SEGA CD™
AKklaim®
entertainment inc.

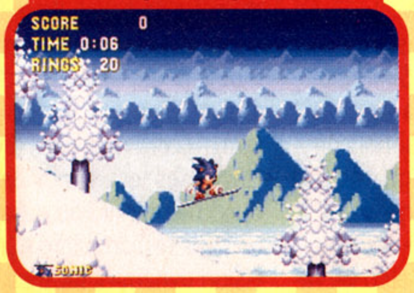
Mortal Kombat® ©1992 Midway Manufacturing Company. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Ltd. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

ZOOM O
SONIC THE HEDGEHOG™
SEGA™

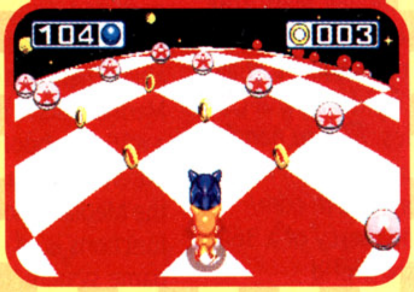
R DOOM!

Zoom into Action with SEGA™ Genesis™! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails™ to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

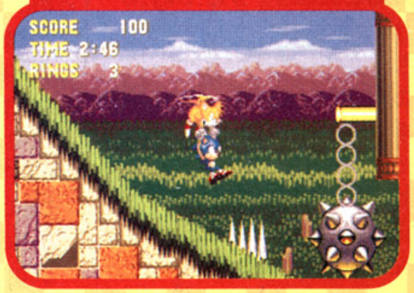
Snowboard
through the IceCap Zone--and check for chilled-out passageways and arctic power-ups!

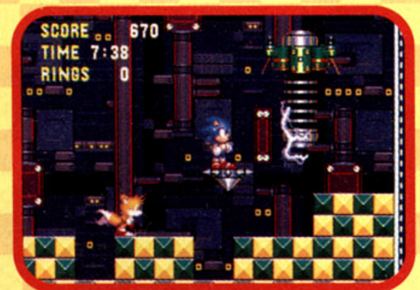

SCORE 0
TIME 0:06
RINGS 20

Warp Your Way
through the Special Stage to collect the Chaos Emeralds!

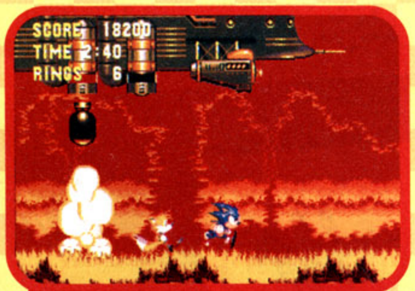


Take-off with Tails
in the Marble Garden Zone--and vanquish spike-wielding enemies with a point to prove!

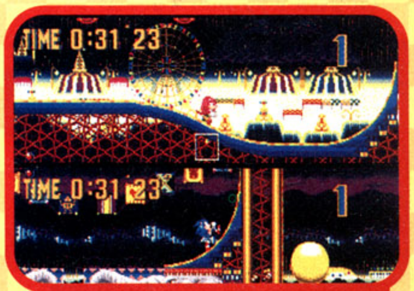

SCORE 100
TIME 2:46
RINGS 3


SCORE 670
TIME 7:38
RINGS 0

Battle Badniks
at every turn--and prepare for some electrifying close encounters!


SCORE 18200
TIME 2:40
RINGS 6

Outsmart
the demented Dr. Robotnik™--and his non-stop stream of nasty new inventions!


TIME 0:31 23
1
TIME 0:31 23
1

Be Sonic ! Be Tails ! Be Knuckles™ ! Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!

SONIC 3 THE HEDGEHOG
GENESIS
GA
SEGA

SONIC THE HEDGEHOG™

NEW ON SEGA™ GENESIS™

SAVE $10 LIFE SAVERS

Collect 10 Life Savers wrappers and get a $10 mail-in rebate on purchase of Sega products with official rebate form.

See Life Savers displays at participating stores for details.
ALL REBATE REQUESTS MUST BE RECEIVED BY MARCH 31, 1994.

FIVE FLAVOR
LIFE SAVERS
SONIC 3

Sega, Genesis, Sonic The Hedgehog and all related characters and indicia are trademarks of SEGA. LIFESAVERS is a registered trademark of Nabisco, Inc. ©1994 SEGA. All rights reserved.

THE CUTTING EDGE

Taking You into the Technology of Tomorrow

VIRTUAL

By the Whizz

When electronic games begin flowing across the information superhighway, they may very well take gamers into virtual reality. RPI: Advanced Technology Group is a hot San Francisco-based VR company that's creating a new brand of VR hardware, and it's even tested an on-line VR computer network called ImagiNet.

Hardware, VR-style

The hardware's impressive. Put on their 3D head-mounted stereoscopic glasses equipped with speakers, then hook a special game unit into your telephone line, and you'll be able to explore virtual ImagiNet worlds and adventures with people around the globe.

Gonzo VR gamers may want to jump into RPI's Cyberchair. The full-body unit automatically adjusts to the contour of your body and contains a built-in joystick. The high-tech hot seat senses and responds to hand and arm motions as well as the controls. For example, the chair tilts and swivels if you lean into turns during a driving game or a flight simulator. Like some arcade machines, the Cyberchair can produce rumble and thump effects, but it can also produce hot and cold sensations to create the illusion of zipping through different environments.

For the ultimate VR experience, RPI has an awesome full-body device called the Orbotron. You've probably seen something like it in the movie Lawnmower Man. You hook yourself into an elevated seat that looks like a chair suspended inside several concentric circles. As you dangle off the ground with a VR head-unit on, you're completely at the mercy of a 360-degree virtual world.

Not as "Virtual" as You Think

As far-out as this setup sounds, it may be a reality soon. If RPI's game plan is successful, the company's on-line system will be operational next year on a major telecommunications carrier; RPI is reportedly looking into AT&T, U.S. Sprint, and MCI, among others.

If on-line VR appears, the core of the operation will likely be a system unit and head-mounted display (HMD), which RPI already has available. Their Personal Simulator MediaStation2 is a variation of a 486 notebook personal computer. In fact, although one of the MediaStation's primary functions is as an on-line VR game system, it will also serve as a personal computer and telecommunications device.

The guts of the MediaStation is an RPI video card called the PixelPump, which produces the unique look-around stereo visuals necessary for virtual reality graphics. To see the MediaStation's VR environment, you can use RPI VR glasses called the HMSI (for Head Mount Sensory Interface) or plug in an external monitor.

The HMSI glasses look like a pair of ultra-high-tech sunglasses – you can even fold them up and stick them in your pocket. The unit contains a built-in movement tracker and a CD-quality audio system. According to RPI, the HMSI uses technology developed by the Air Force, based on their research into human vision dynamics for their own virtual reality display systems.

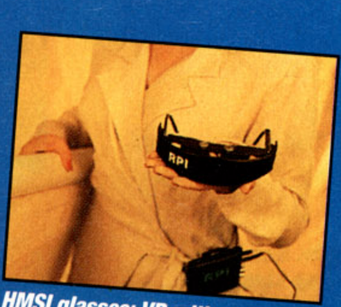
VR Games, the Reality

RPI has three unnamed on-line VR games in development now, which may or may not appear as final products. When they become available, RPI reports that you'll be able to download upgrades, new levels, better weapons, and new characters on a weekly basis.

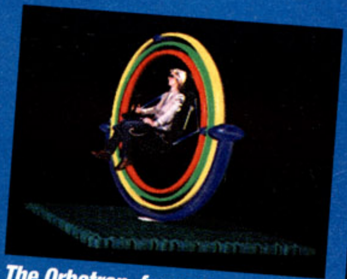
Virtual Reality Calling

Welcome to
ImagiNET™

ImagiNet will bring VR into your home.

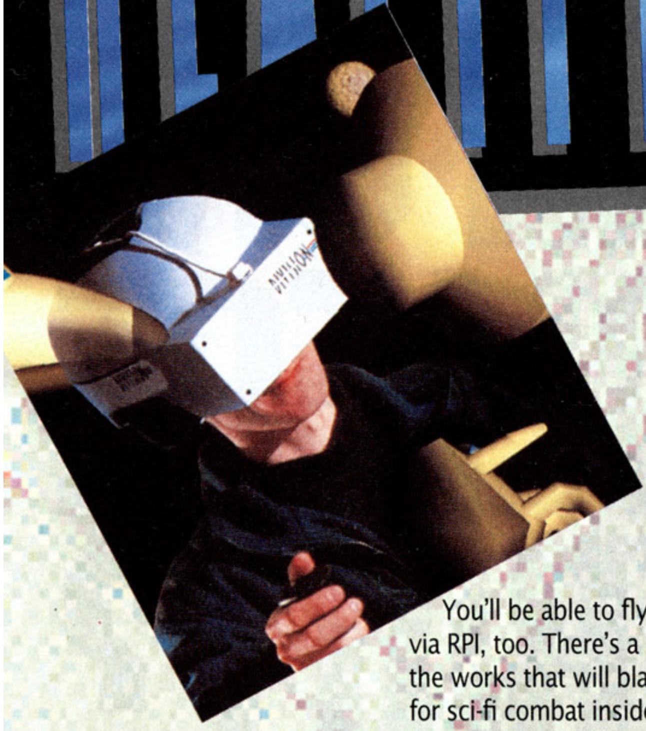


HMSI glasses: VR with style.



The Orbotron, for well-rounded VR gaming.

REALITY CALLING



A 3D multi-player sculpture art system will enable users to create a lifelike piece of art in three dimensions. Several people will be able to contribute "hands-on" design input to an art piece, and on-line art patrons will be able to order their own copy of the finished product.

Another RPI game enables you to create and destroy objects. In Cybot, you and other on-line engineers will be able to create one robot or several robots, again in 3D space. Then you'll guide the 'bots to build their own mechanized city. You'll be able to store cities on-line and modify them. Of course, if your video game tastes tend toward more aggressive activities, you can build robots for battle and engage in mechanical warfare with on-line adversaries.

You'll be able to fly in VR via RPI, too. There's a game in the works that will blast off for sci-fi combat inside a battle-scarred, artificial planet. You'll have to negotiate a massive system of tunnels, which, like a roller coaster, will take you on sudden dips, dives, and loops. RPI plans to make this game interactive in arcades as well as in home VR systems. You'll be able to join in the action either as a friend or a foe anytime, anywhere.

Additionally, according to RPI, game developers such as Electronic Arts, Origin Systems, and Spectrum HoloByte are working on game codes for VR gaming, in the event on-line VR hardware becomes a reality soon. In fact, some computer games already have VR tracking capability programmed into them for eventual use with virtual reality hardware.

(RPI: Advanced Technology Group, San Francisco, CA, 415/777-3226)

Surfing with the Aliens, AWT, and Division

By the Whizz

If you can't wait for virtual reality games to reach your home, you'll likely have the opportunity to dive into unique VR worlds in your arcades, courtesy of Alternate Worlds Technology and Division Inc. AWT has already put its foot into the VR arcade world. Maybe you've checked out their Wolfenstein VR system. Based on the classic computer game, Wolfenstein, it's a fast-paced, first-person-perspective gun game, where you fight Nazis. Now they've joined forces with Division, a VR hardware developer, to bring a new VR experience into the arcades.

Division has developed multiprocess or accelerator boards and graphics boards that provide conventional PCs with the capability of displaying VR arcade visuals. The boards pump stereo graphics through a proprietary Division head-mounted display. The muscle behind all this VR graphics power is the Division VR computer called the ProVision 100. The ProVision is a compact, workstation-size unit that you can set up anywhere. That's really all you need to know about the complexity of the hardware, except that basing VR in a PC makes it simple for your local arcade operator to load and unload ProVision AWT VR games.

Surf's Up

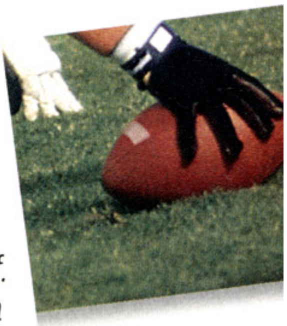
The first game off the drawing boards will be Surfing with the Aliens. This game is so fresh that the story line is still undergoing fine-tuning. Basically, it's a multi-player space station shoot-em-up. Up to four players undertake a close-quarters bug hunt. To move through the alien-filled station, you must find weapons, door keys, and tools. Players can zap each other, but destroying some creatures and beating some obstacles requires cooperative game play. In the arcades, players will be able to buy into a game at any time. Surfing was never more lethal. G

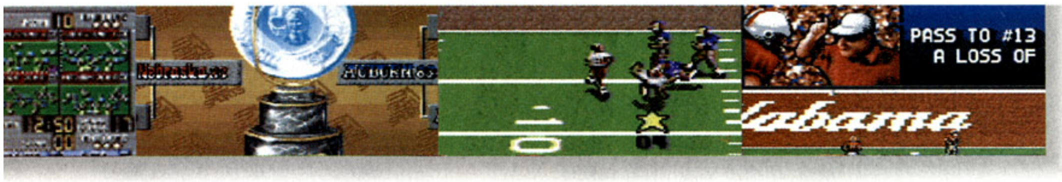
(Alternate Worlds Technology, Louisville, KY, 502/585-4246; Division, Redwood City, CA, 415/364-6067)

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?

Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES.®

It's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see who's in a class by itself.





Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time. Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.

1 TO 5 PLAYERS

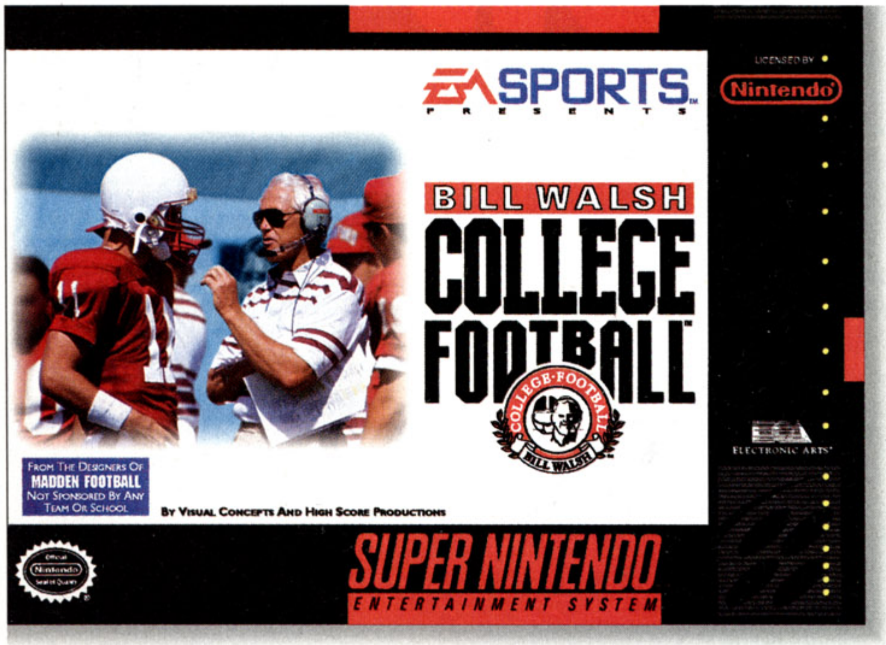
COOPERATIVE OR COMPETITIVE PLAY.

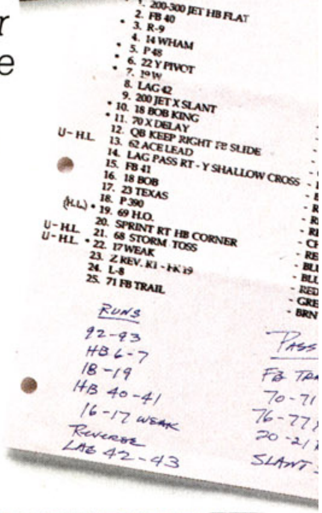
FOR USE WITH HUDSON SOFT'S SUPER MULTITAP™ ADAPTER.

NOW FOR
SUPER NINTENDO
ENTERTAINMENT SYSTEM

In designing this game, Bill Walsh has definitely done his homework. The famed coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 12-team playoff tournament.

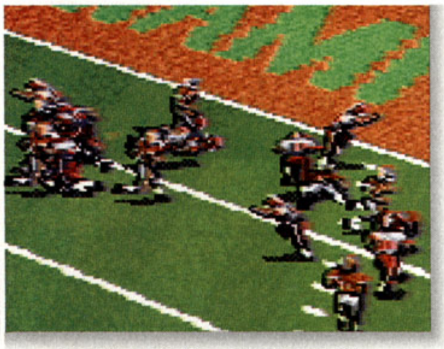

EA SPORTS PRESENTS
LICENSED BY Nintendo
BILL WALSH
COLLEGE FOOTBALL
COLLEGE FOOTBALL BILL WALSH
FROM THE DESIGNERS OF MADDEN FOOTBALL
NOT SPONSORED BY ANY TEAM OR SCHOOL
BY VISUAL CONCEPTS AND HIGH SCORE PRODUCTIONS
ELECTRONIC ARTS
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM



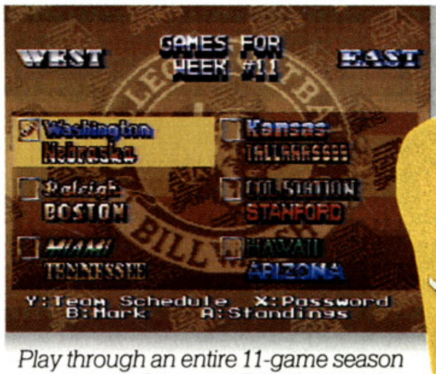
- 1. 200-300 JET HB FLAT
2. FB 40
- 3. R-9
4. 14 WHAM
- 5. P48
- 6. 22 Y PIVOT
- 7. 19 W
8. LAG 42
9. 200 JET X SLANT
- 10. 18 BOB KING
- 11. 70 X DELAY
12. QB KEEP RIGHT FB SLIDE
U-H.L. 13. 62 ACE LEAD
14. LAG PASS RT - Y SHALLOW CROSS
15. FB 41
16. 18 BOB
17. 23 TEXAS
18. P390
(H.L.) • 19. 69 H.O.
20. SPRINT RT HB CORNER
U-H.L. 21. 68 STORM TOSS
U-H.L. • 22. 17 WEAK
23. Z REV. KI - HK 19
24. L-8
25. 71 FB TRAIL

RUNS
92-93
HB 6-7
18-19
HB 40-41
16-17 WEAK
REVERSE
LAG 42-43

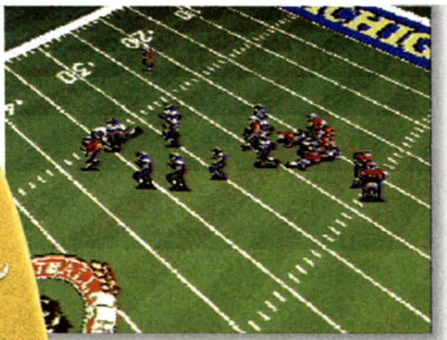
PASS
FB TR
70-71
76-77
20-21
SLANT



No time left. Your wishbone QB dives in from the two. But you're still down by one. Gut check time: kick for the tie or go for the two and the national championship?


WEST
GAMES FOR WEEK #11
EAST
Washington
Nebraska
Kansas
TALLAHASSEE
Raleigh
BOSTON
COL STATION
STANFORD
MIAMI
TENNESSEE
HAWAII
ARIZONA
Y:Team Schedule X:Password
B:Mark A:Standings

Play through an entire 11-game season with the top 24 teams. Take them or the top 24 all-time teams through a 12-team national playoff tournament.



Review your plays and iso on any player with the 360° Roving Replay. Use it to do your homework on the other team. Then crack their defense wide open with a score.

The action's never been more in your face. 360° roving replay and panning stadium cams deliver a closer view of the field. The gameplay is incredibly fast, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

EA SPORTS™
If it's in the game, it's in the game.™

EA SPORTS, the EA SPORTS logo, Electronic Arts, Bill Walsh College Football, and "If it's in the game, it's in the game" are trademarks of Electronic Arts. Nintendo,® Super Nintendo Entertainment System,® Super NES® and the official seals are registered trademarks of Nintendo of America Inc. Super MultiTap™ is a trademark of Hudson Soft USA Inc.

ON LOCATION:
EA Canada Skitchin

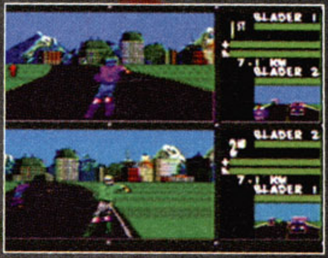
By Bro' Buzz

There's more happenin' in Canada than just ice hockey: Video games are happenin'!

Electronics Arts Canada (EAC) is the brains behind the Great White North's awesome answer to Road Rash 2... Skitchin for the Genesis! The rough-and-tumble action will be the same, but with smaller wheels – Skitchin is all about the unrefined art of roller-blading.

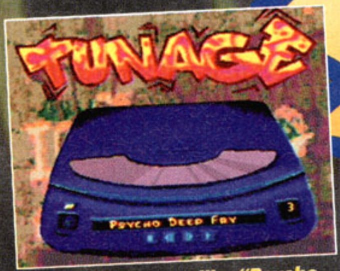
On a Roll

Roller blades are fast overtaking skateboards as the transportation of choice among many urban young people, so EA's Canadian programming team took to the streets to find real bladers for the action and real graffiti artists to give the game an unusually realistic look and feel.


BLADER 1
1ST
7.1 KM
BLADER 2
BLADER 2
2ND
7.1 KM
BLADER 1

Two-player split-screen mode for competitive Skitchin.

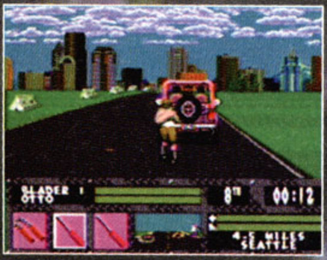
What's Skitchin? It's a term spawned in the streets of New York City. According to Stan Chow, EA Canada's home-grown Skitchin producer, "Skitchin is the combination of two terms – skating and hitchin'. A New York newspaper reporter saw a bunch of people roller-blading and grabbing onto cars for extra added acceleration, and he coined the term."


TUNAGE
PSYCHO DEEP FRY

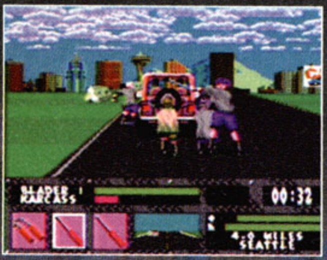
You pick CD tunes like "Psycho Deep Fry."

Don't Try This at Home

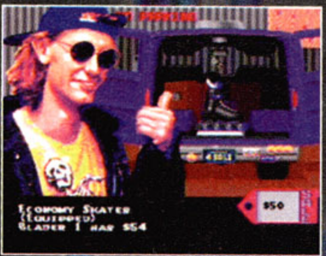
Therein lies the game's potential popularity. In fact, Skitchin probably skates as close to the edge of the current debate over violence in video games as any cart EA's produced. "Everybody knows it's illegal. No way is it a sanctioned sport," Chow explains. "We point out that it's an outlaw, rebellious activity."


BLADER 1
OTTO
8TH
00:12
4.5 MILES
SEATTLE

Grabbing cars is what this game is all about.

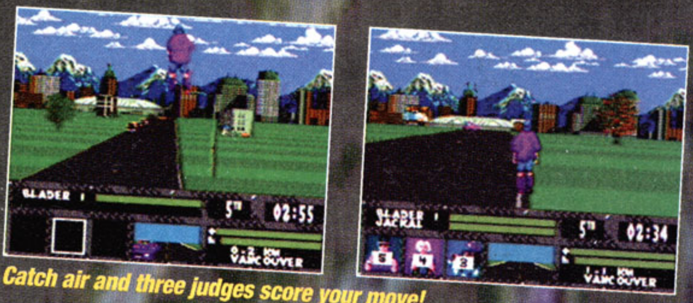

BLADER 1
KARCASS
00:32
4.0 MILES
SEATTLE

Weapons are legal.

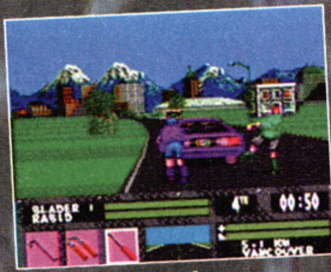


ECONOMY SKATER
(EQUIPPED)
BLADER 1 HAS $54

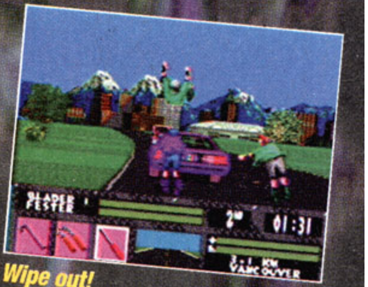
The Shop Dude has the good stuff.


BLADER 1
5TH
02:55
0.3 KM
VANCOUVER
BLADER 1
JACKAL
5TH
02:34
1.1 KM
VANCOUVER

Catch air and three judges score your move!


BLADER 1
RABID
4TH
00:50
5.1 KM
VANCOUVER

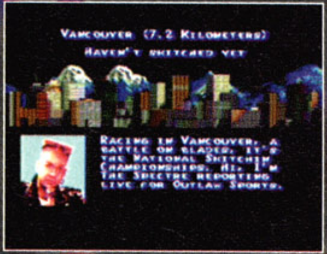
Don't lose your balance.


BLADER 1
FESTER
2ND
01:31
3.1 KM
VANCOUVER

Wipe out!

The Disclaimers

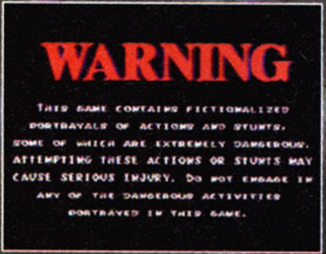
Chow says the design team went back into the cart several times to temper or delete anything that could be considered overly violent. "Most of what could be considered violent is portrayed in a humorous way as slapstick," he says. "It's our responsibility to take out any gratuitous images."



VANCOUVER (7.2 KILOMETERS)
HAVEN'T SKITCHED YET

RACING IN VANCOUVER. A BATTLE OF BLADES. IT'S THE NATIONAL SKITCHIN CHAMPIONSHIPS. HI. I'M THE SPECTRE REPORTING LIVE FOR OUTLAW SPORTS.

The Spectre reports live for Outlaw Sports.



WARNING

THIS GAME CONTAINS FICTIONALIZED PORTRAYALS OF ACTIONS AND STUNTS, SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT ENGAGE IN ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

Warning: Don't try this at home... or anywhere!

In fact, another first in Skitchin will be a disclaimer at the beginning of the program, warning players that the cart contains fictionalized portrayals of stunts and activities that are extremely dangerous, and that attempting these actions or stunts may cause serious injury.

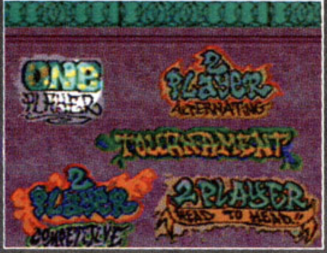
Skitchin!

Skitchin is a wild, urban roller-blading cart. Similar to Road Rash 2, you play via a behind-the-skater view, and the object is survival of the fittest. You and several CPU opponents glide down traffic-clogged, debris-laden blacktop in a race for bucks. Naturally, you can bump and dump the opposition or pick up objects for king-size trashing. You'll be able to skate against a bud or fire up a tournament for eight players.

The main way to get ahead, however, is...right, Skitchin. The game interface features a rear-view window that shows you when cars are moving up behind you. If your timing's right you can slide to the side and hitch a ride for speed, distance, and power. If your timing's off, the resultant collision sends you flying off the road!

If you like to show off, you'll be able to hit ramps during the race and grab some air. The controls will enable you to pull slick airborne moves, which three judges will rate...if you can avoid taking a header when you land.

Rough? You bet! If you have any qualms about impressionable youthful bladers getting a crazy notion, you might want to pass on this skating adventure.

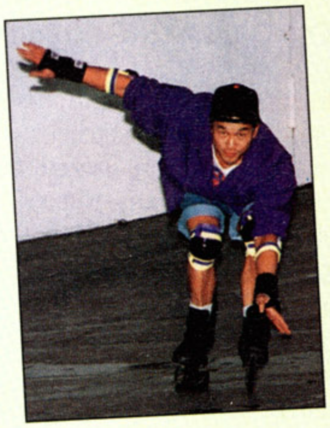


The Graffiti Game Mode screen

The rockin' roller-blading will cover 12 locations around Canada and the U.S. and will feature digitized skylines of actual cities. But that's not all that's real in this cart. Check out the following interviews. G

INTERVIEW WITH STAN CHOW:

WAREHOUSE SKATING



GamePro: Stan, how did you figure out all the slick blade moves for Skitchin'?

Stan Chow: We went to the Skate Ranch in Toronto. It's a big skating area, which used to be for skateboarders, but now it's where all the cool bladers hang. Basically, we met some guys and asked them who was the best skater. They turned us on to Troy.

GP: So you videotaped him at the Ranch?

Stan: No. We rented a huge warehouse and set up some ramps. Then we videotaped Troy doing all his best moves and anything else we could think up.

GP: How long did the taping take?

Stan: It took several days, but Troy was cool. He gave us some great ideas for choreographing every move. We rotoscoped all of his moves for the main characters.

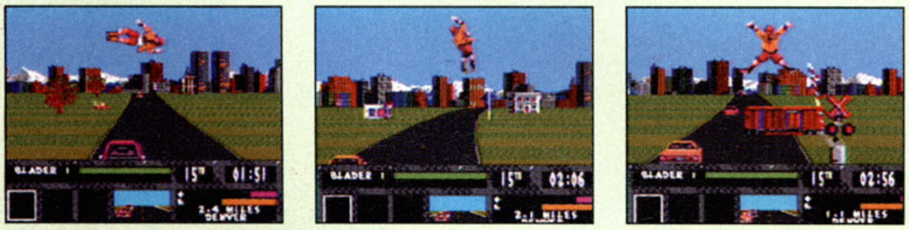
GP: So how's it look?

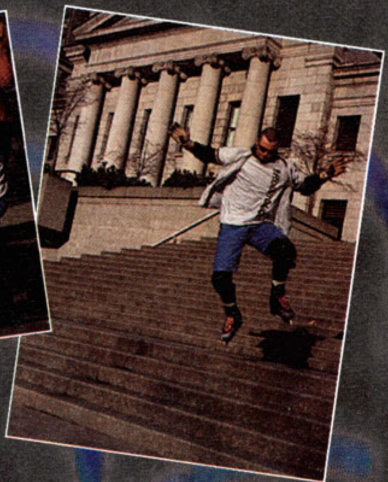
Stan: The animation in Skitchin' is awesome. It's all tricks, flips, 360s. It blows Road Rash away! Skitchin' has more animations and more variety of game play.

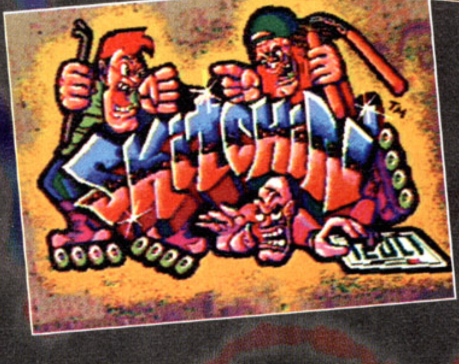
GP: Hey, Stan, do you skate? Are you in the cart?

Stan: No way! I wasn't into roller blades when we made the cart, but I'm into it now!

Check Out These Air Moves!







INTERVIEW WITH STAN CHOW:
ON GRAFFITI & GRUNGE

GamePro: Stan, there's some great graffiti art in Skitchin that really gives the game a unique urban grunge personality. Who did the art?

Stan Chow: The graffitti artists were a hard crew to pin down. We actually got in a car and did an exhaustive tour of the city to find every piece of graffiti art on every wall in Toronto.

GP: So then you found these guys bombing a wall?

Stan: Well, we picked a style we liked and took some photos. The tough part was trying to get in touch with the mystery artists. Luckily, we found a phone number on one wall. Yup, we called it and those guys put us in touch with our artists.

GP: These guys are good. Who are they?

Stan: They don't want to reveal their identities. That's their thing. They're three young kids around 18. They couldn't drive, so we actually met them and interviewed them at a train station.

GP: Were they impressed?

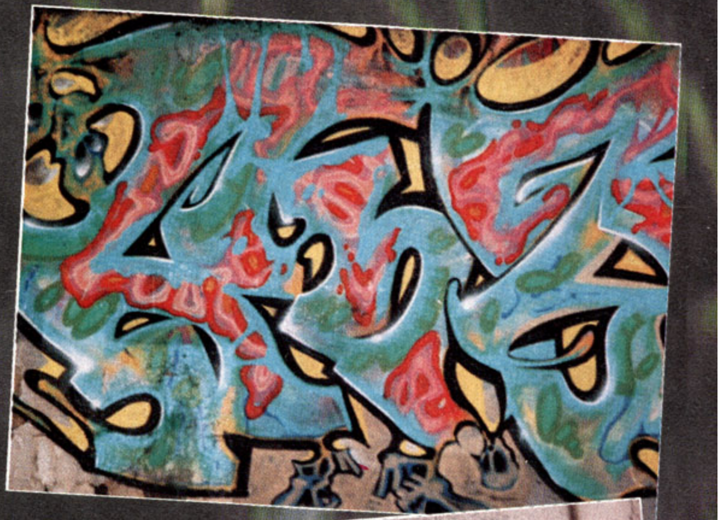
Stan: We took them to EAC offices and showed them the young people working there. They thought the whole idea was the coolest thing. They even suggested we use grunge music in the cart.

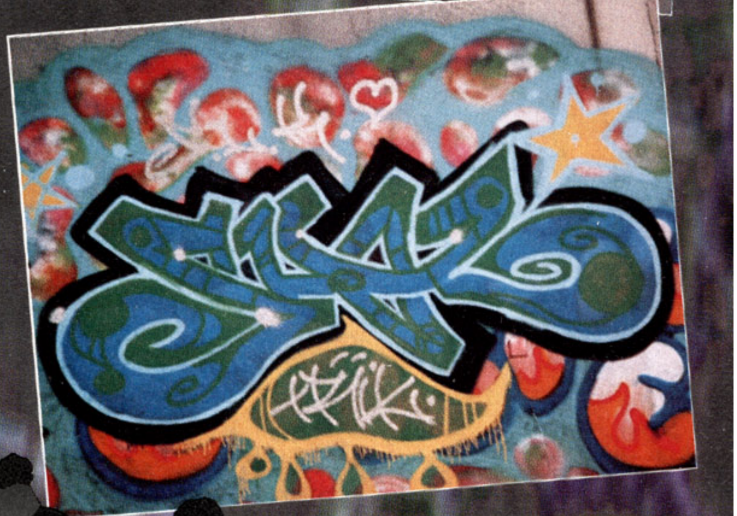
GP: There are about 15 tracks in the cart. How'd you lay down the tracks?

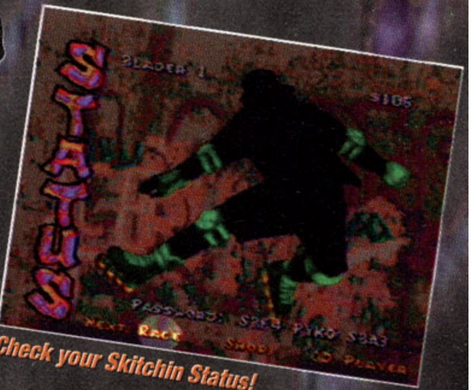
Stan: It was a great idea, but our staff musician wasn't into grunge. We had to lock him in a room with a bunch of CDs of bands from the Seattle grunge scene. Slowly he caught on, so we let him out of the room.

GP: Any aftereffects?

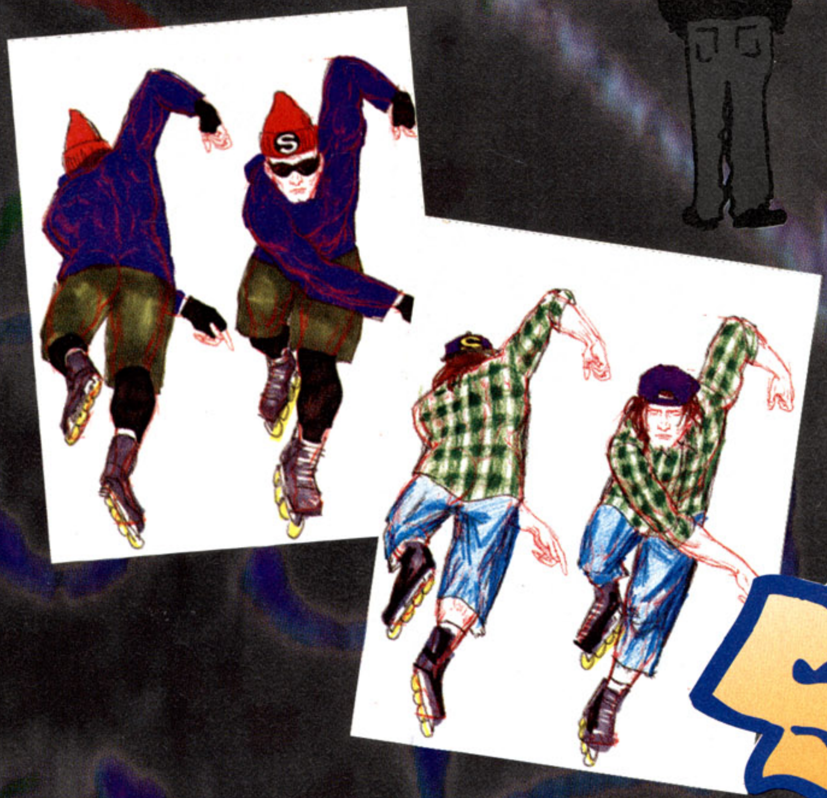
Stan: He digs grunge now!







Check your Skitchin Status!



SKITCHIN

EXPERIENCE . . .
VERTICAL REALITY

WINTER
Extreme
SKIING AND SNOWBOARDING
1P PLAYER
01:31:13
00:20:26

"... the ultimate skiing/snowboarding experience possible without snow or a lift ticket ... SUPER FAST 3-D SCROLLING COURSES ..."

NINTENDO POWER, February, 1994

Butterfinger

NASTAR

NSA/PDT

ELECTRO BRAIN CORP.
531 EAST 300 SOUTH • SALT LAKE CITY, UTAH 84102 • 801-531-1867

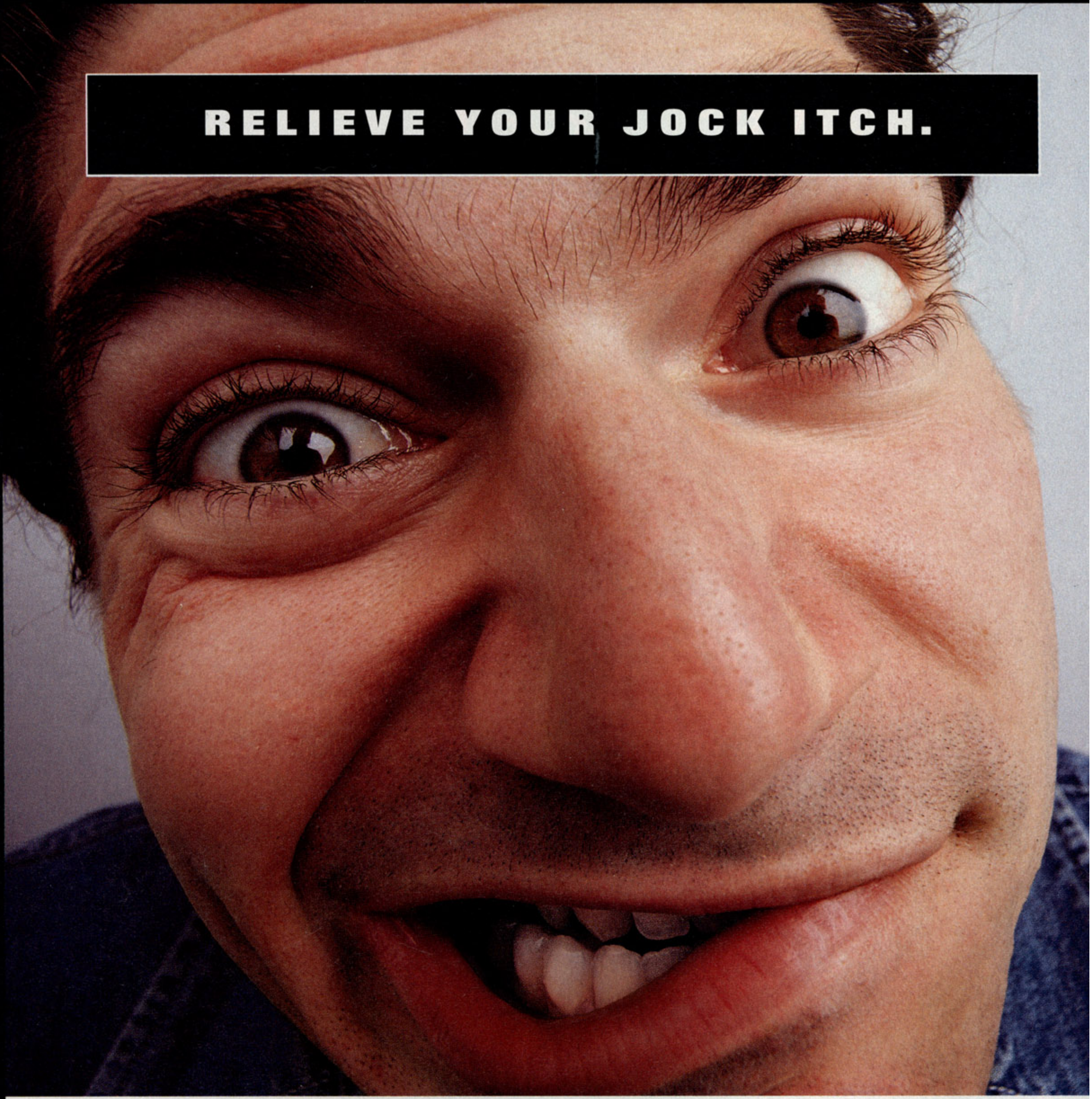
Official Nintendo Seal of Quality

LICENSED BY
Nintendo

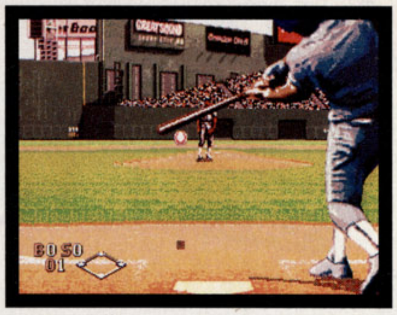
SUPER NINTENDO
ENTERTAINMENT SYSTEM

© 1993 NINTENDO OF AMERICA INC. © 1993 ELECTRO BRAIN CORP. WINTER EXTREME SKIING AND SNOWBOARDING™ LICENSED UNDER AGREEMENT WITH LORICIEL S.A. LORICIEL™ IS A TRADEMARK OF LORICIEL S.A. AND IS USED WITH PERMISSION. ALL RIGHTS RESERVED. LICENSED BY NINTENDO® FOR PLAY ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM®. NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM®, SUPER NES™ AND THE NINTENDO SEAL OF QUALITY ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ELECTRO BRAIN CORP.® AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN CORP. WINTER EXTREME SKIING AND SNOWBOARDING™ IS A TRADEMARK OF ELECTRO BRAIN CORP.

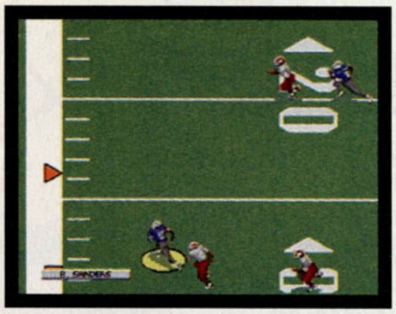
RELIEVE YOUR JOCK ITCH.



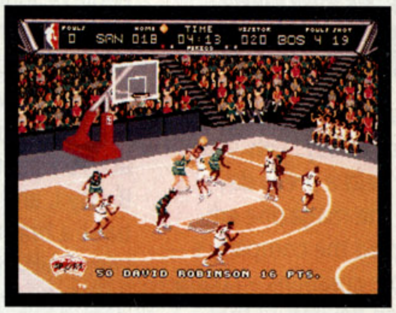
Sega Sports' new titles are the most realistic video sports games ever created. You get unsurpassed graphics and sound. Spectacular new viewing angles. Special features like speed bursts and instant replays. And most Sega Sports titles feature real teams with real players. So go ahead, Jocko. Scratch that itch.



World Series® Baseball features the amazing new "In-The-Batter's-Box-View." You also get 700 real players, all 28 real teams, and stats for a full season.



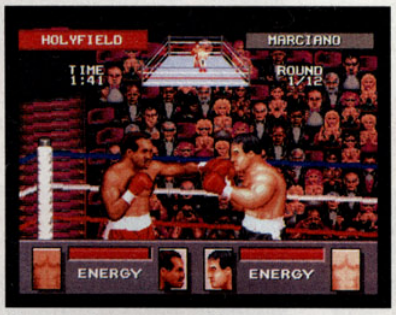
NFL Football '94 starring Joe Montana. Realistic NFL action with a new passing game and exciting speed burst option. Features over 800 star players.


SAN 018
04:13
020 BOS
50 DAVID ROBINSON 16 PTS.

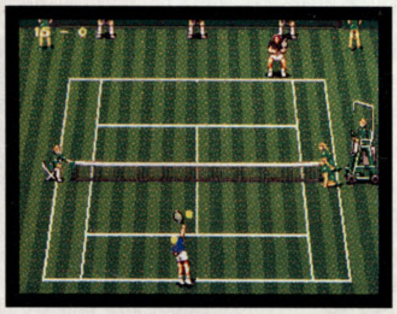
NBA Action™ '94 hosted by Marv Albert has all 27 teams and all your favorite stars. Includes a Hall of Fame option featuring 30 all-time NBA greats.

SEGA SPORTS™

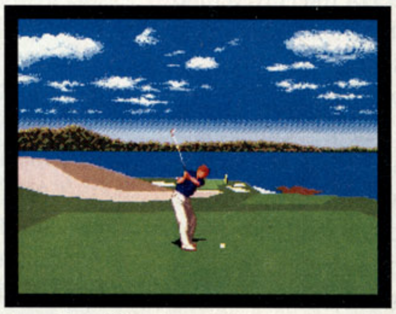
WE SWEAT THE DETAILS.™


HOLYFIELD
MARCIANO
TIME 1:41
ROUND 1/12
ENERGY
ENERGY

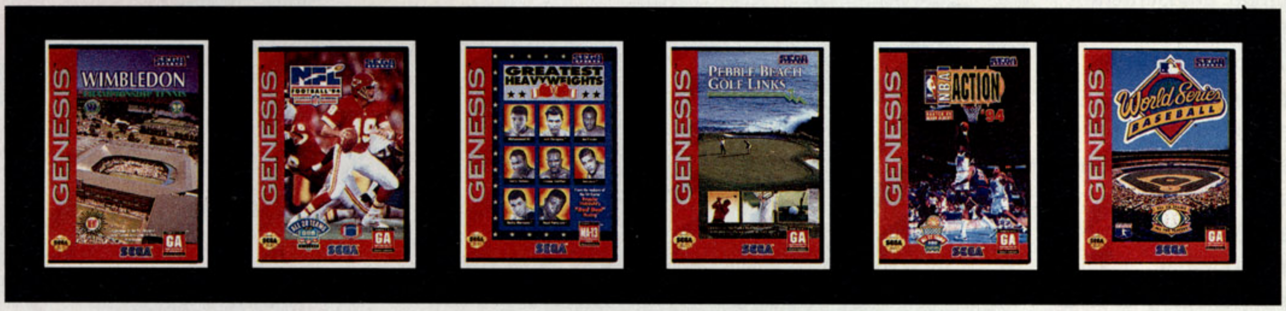
Greatest Heavyweights. 8 heavyweight champs square-off to decide who's the best ever! Choose your favorite or build your own challenger.



Wimbledon Championship Tennis. Take center court at the most prestigious event in tennis. Up to four players can play at ten different skill levels.



Pebble Beach® Golf Links. We've recreated all 18 holes of this classic course. You get total shot control plus stats on longest drive, greens hit and more.


GENESIS
WIMBLEDON
GREATEST HEAVYWEIGHTS
PEBBLE BEACH GOLF LINKS
NBA ACTION '94
World Series BASEBALL
SEGA

Oct. '93 *Nov. '93* *Dec. '93* *Feb. '94* *Mar. '94* *Mar. '94*

Sega, Sega Sports, and We Sweat the Details are trademarks of SEGA. See individual game boxes for trademark details. © 1993 SEGA. All rights reserved.

ON LOCATION:
Accolade

By Boss Music

Last year *GamePro* gave you the jump on Accolade's top-secret bobcat project, Bubsy. This year, Accolade held a press day where all the magazine editors sampled the company's latest game creations – taking them on an adventure that included a biplane trip and Moroccan belly-dancing! Check out the action:

Bubsy II

Bubsy's star is on the rise again. After debuting in SNES and Genesis versions of Claws Encounters of the Furred Kind and starring in his own TV cartoon special, the famous, fully-clawed bobcat is about to star in a game sequel that's even punnier than its predecessor. Bubsy II's under simultaneous development for both 16-bit systems, and it should be out this fall.

In the return catventure, a rich capitalist boar named Oinker P. Spamm and a scientific genius named Virgil Reality have teamed up to create a device known as the World Origination and Matter Project Unification Machine (WOMPUM). In a nutshell, the WOMPUM simulates the real world in the ultimate amusement park, the Amazatorium. However, when Bubsy takes his niece and nephew, the Bubsy Twins, to visit the park, he finds out it's not a simulation but the real thing! Bubsy's off to rescue the Twins and piece reality back together.

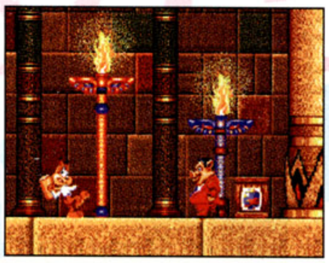
Bubsy II is shaping up to be a sequel akin to the seemingly endless Sonic installments – lots of enhancements to graphics and game play, with a whole new complement of levels to explore. Groovy characters were the hallmark of Bubsy I, and number 2 features a brand new crew of villains from the minds of Accolade's veteran designer/producers, including John Skeel and Cyndi Kirkpatrick.

The Bubsy development team listened to criticisms about the depth and playability of the previous game, so look for more to see and do.

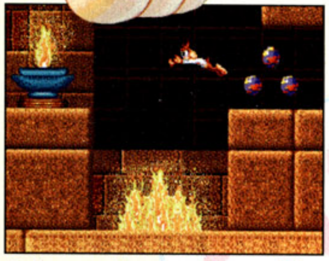
Bubsy can now choose which order to traverse the five new worlds, and there are six mini-games. There will be more interactive objects including a diving suit. Additionally, play control will be smoothed out by Bubsy's new ability to run directly up steep surfaces.

Check out the first pix of Bubsy II. With Accolade developing this game, what could possibly go wrong? G

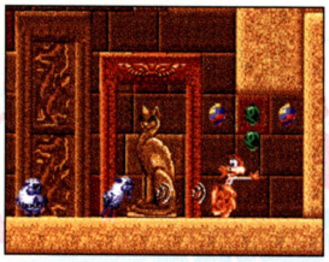
Bubsy II
By Accolade
Available Fall '94



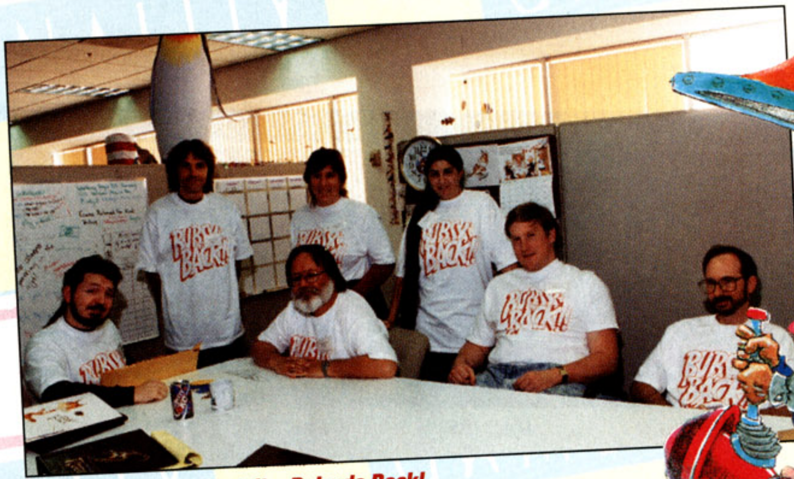
Oinker P. Spamm is a porker of an enemy in Egypt!



Bubsy now has two forms of the famous Glide maneuver. And he'll need them both, or it'll be out of the fire, into the fire.

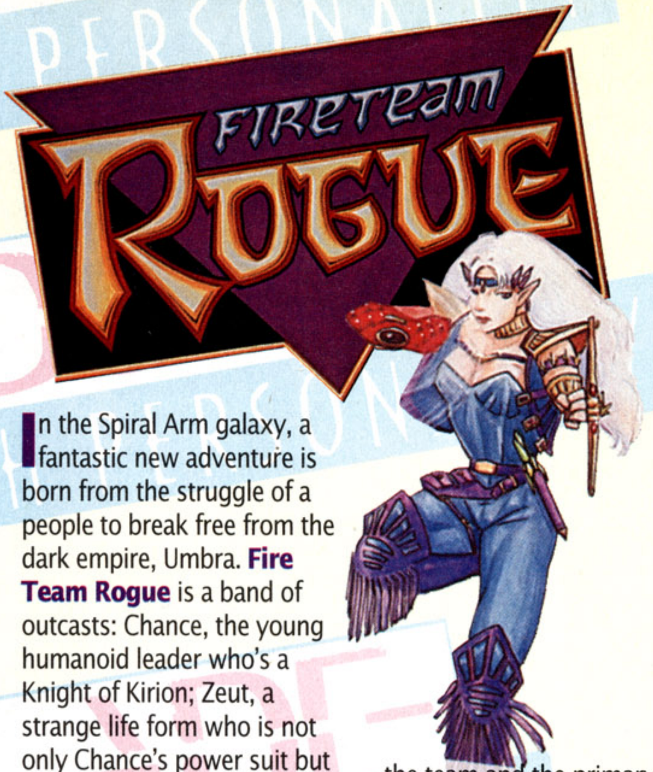


New animations, such as Bubsy's bicycle legs, add appeal to the graphics.

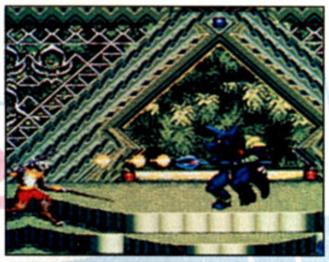


There's no doubt about it – Bubsy's Back!

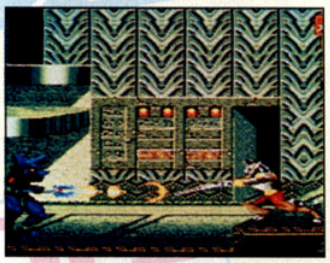
FIRETEAM ROGUE



In the Spiral Arm galaxy, a fantastic new adventure is born from the struggle of a people to break free from the dark empire, Umbra. **Fire Team Rogue** is a band of outcasts: Chance, the young humanoid leader who's a Knight of Kirion; Zeut, a strange life form who is not only Chance's power suit but his lieutenant; Aja, the Elwyn (or Elf) female who's a mistress of the fourth Shatra of Mystic, Mind, and Power; Shadowblade, a cat-like thief/ninja; and Broc, a massive Bakouma who's vicious but logical.

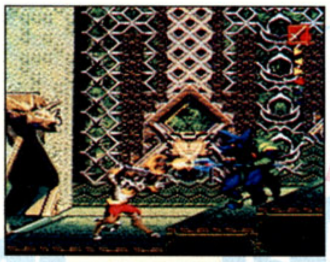


FireTeam Rogue is a side-scrolling adventure where you explore many worlds in the Spiral Arm Galaxy.

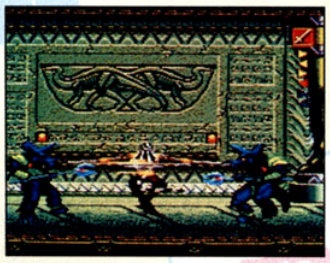


A variety of weapons are at your disposal. You can access and select them in an options subscreen similar to that of an RPG.

As evidenced by the characters and their backgrounds, FTR introduces a new universe that combines sci-fi and fantasy into a game rich in story and background material. One unique aspect is the symbol of the team and the primary weapon/artifact in the world, the Talis. This jewel-embedded device controls the six facets of the world: Power, Mind, Elements, Life, Magic, and Quantum Law.



You can play as all four characters. Each has unique abilities.



Spinning blade attacks with the Power of the Talis will guide you against the forces of Umbra.

In the game, you play as the four characters in side-scrolling segments, and between levels you pilot a Krion battle wing against Umbra's airborne forces.

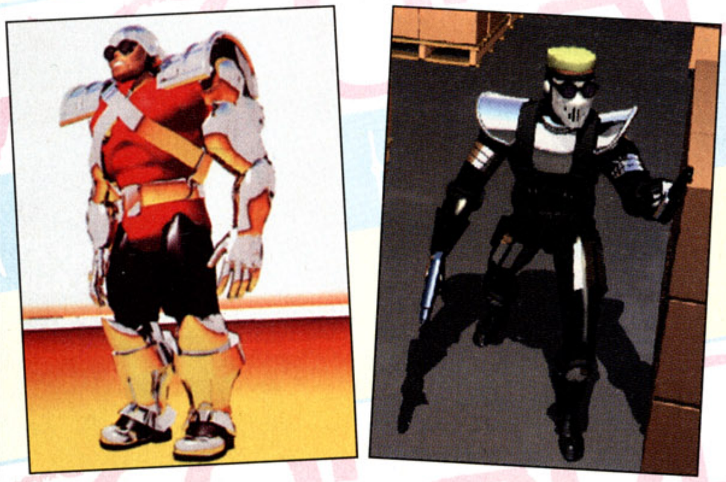
FireTeam Rogue
By Accolade
Available Summer '94

DNAction:
THE NEW BREED

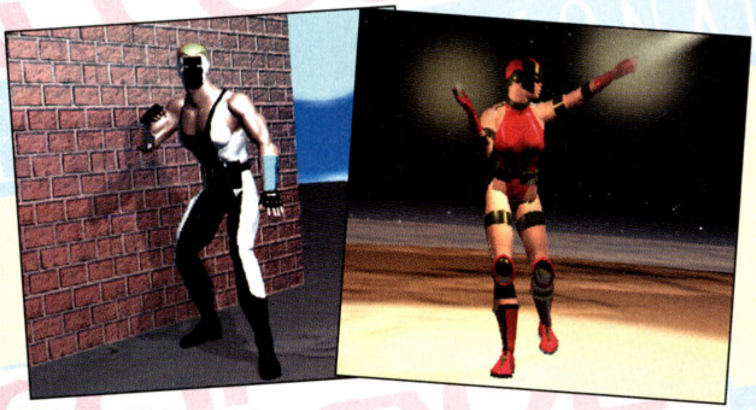
Comic book characters and Street Fighter II collide in Accolade's first entry in the head-to-head fighting genre. Although the details are still sketchy, **DNAction** is being developed by some heavy-duty comic fans who will create original characters in a clash-of-the-superheroes format. The characters are being modeled on Silicon Graphics workstations – check out the shading and detail! How much of that detail will translate onto the Genesis remains to be seen.

Not so many years into the future, science has discovered a way to control the rare, evolutionary gene that causes benevolent mutation. Of course, thinking it will be for the good of mankind, the scientists create heroes with super-enhanced powers – some who they can control, and others who become corrupt. In the game, you can play as one of the four genetically-enhanced superheroes or villains. Accolade plans team-play options, and it is considering several different game-play views of the action.

DNAction: The New Breed
By Accolade
Available Fall '94



Ground Zero and Tracer are members of Overlord, the league of DNA-enhanced superheroes who have turned their powers to evil.

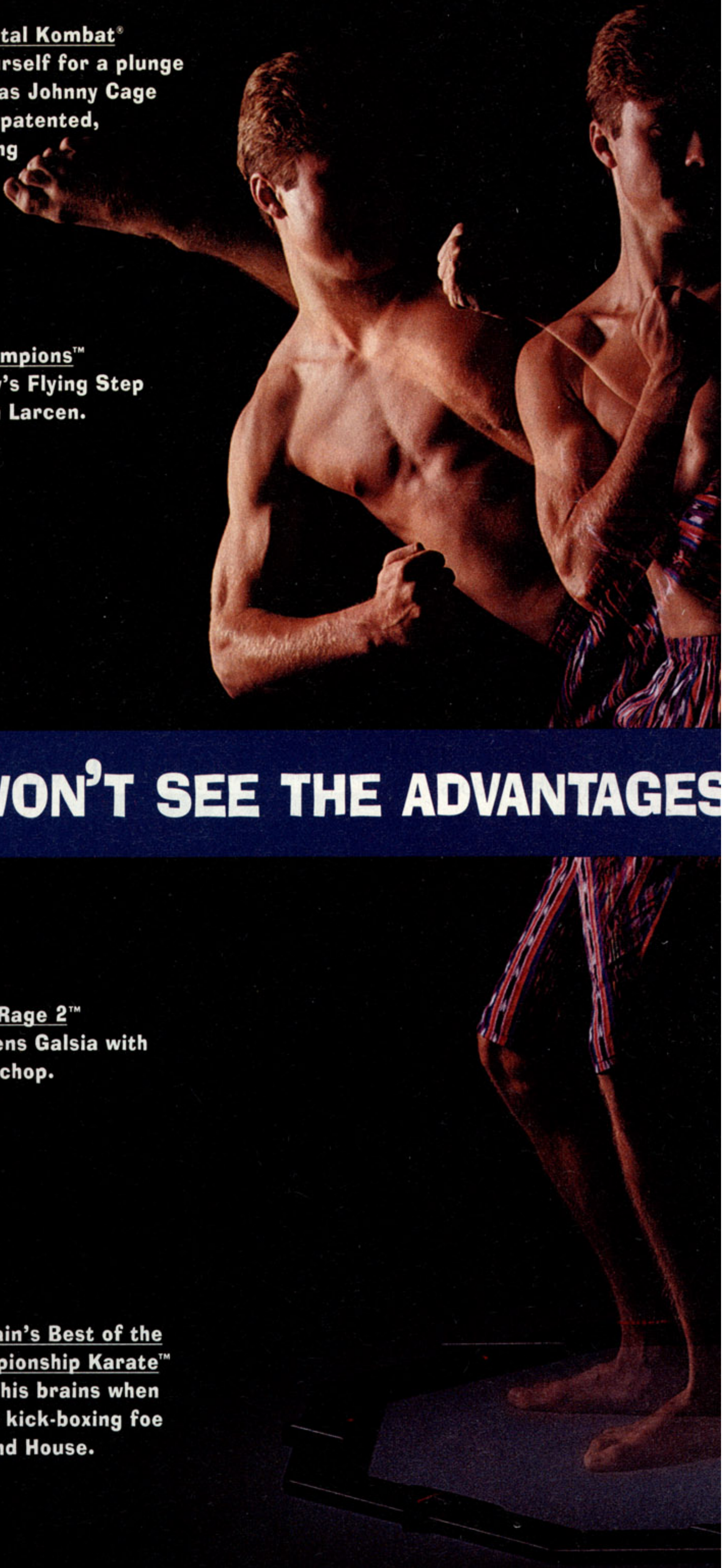


Pit Bull and Hotshot are key members of Matrix Alpha, the alliance of superheroes who use their mutations to help society.

JOHNNY CAGE
SCORPION
98

Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.

Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.



SOME KIDS WON'T SEE THE ADVANTAGES

BLAZE
GALSIA
TIME
78

Streets of Rage 2™
Blaze flattens Galsia with her karate chop.

PLAYER 1
ROUND: 03
TSONG PO
8:88

Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

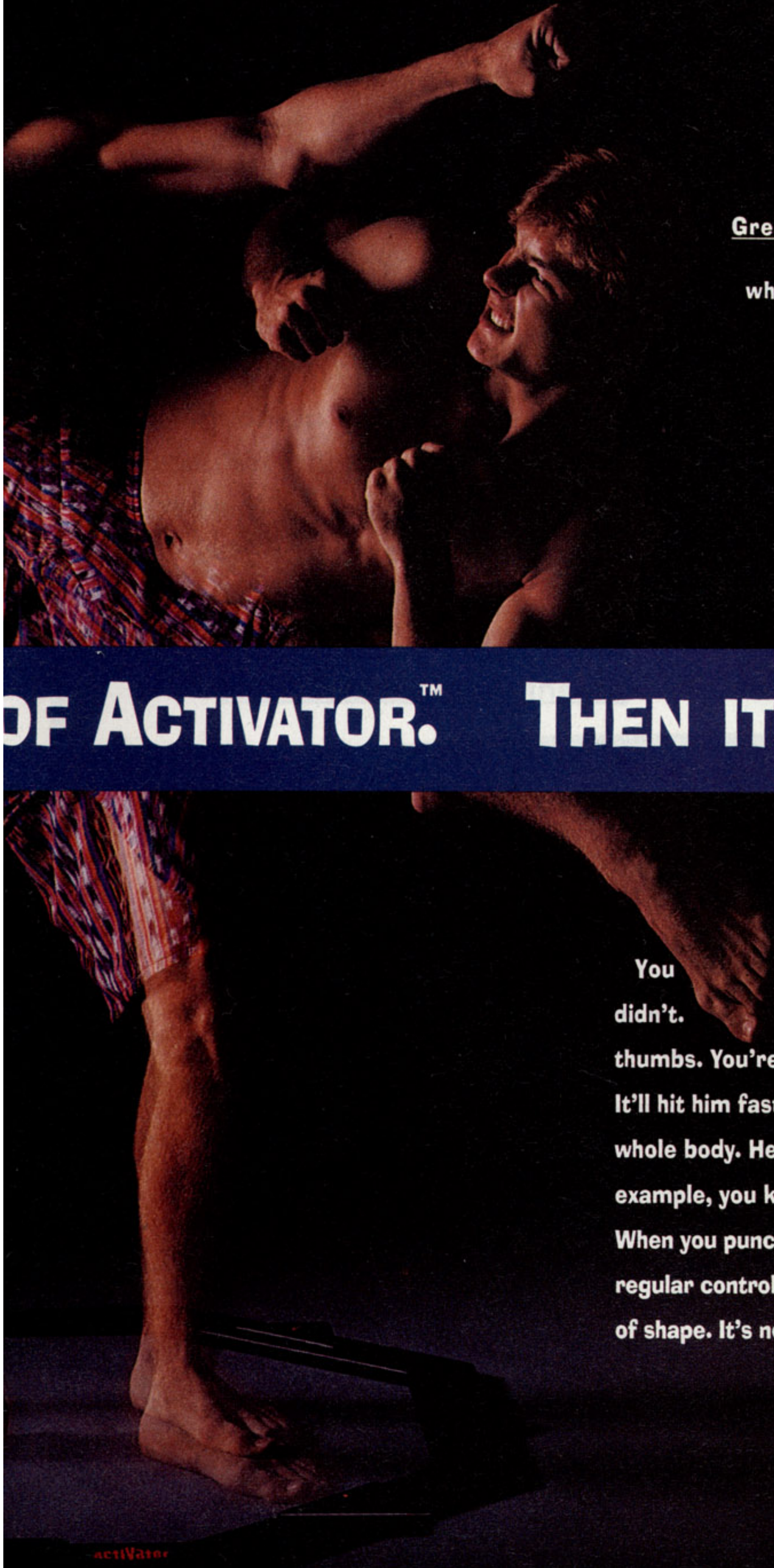
Sega, Activator, Genesis, Eternal Champions and Welcome to the Next Level are trademarks of SEGA. MORTAL KOMBAT® is a trademark of and licensed from Midway® Manufacturing Company © 1992, All Rights Reserved-Used by Permission. Arena is a division and trademark of Acclaim Entertainment, Inc. ©1993 Acclaim Entertainment, Inc. All rights reserved. © CAPCOM 1991, 1992, 1993. Street Fighter is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM CO., LTD. Best of the Best Championship Karate is a trademark of Loriciel S.A. and is used by Electro Brain with permission. © 1993 Loriciel. © 1993 Electro Brain. All rights reserved. ©1993 SEGA. All rights reserved.

Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.

YLK 50000
KO
RYU
∞
SAGAT

Greatest Heavyweights
This round is over when you left jab the big bruiser.

RESUME
REPLAY
QUIT
ENERGY
ENERGY



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

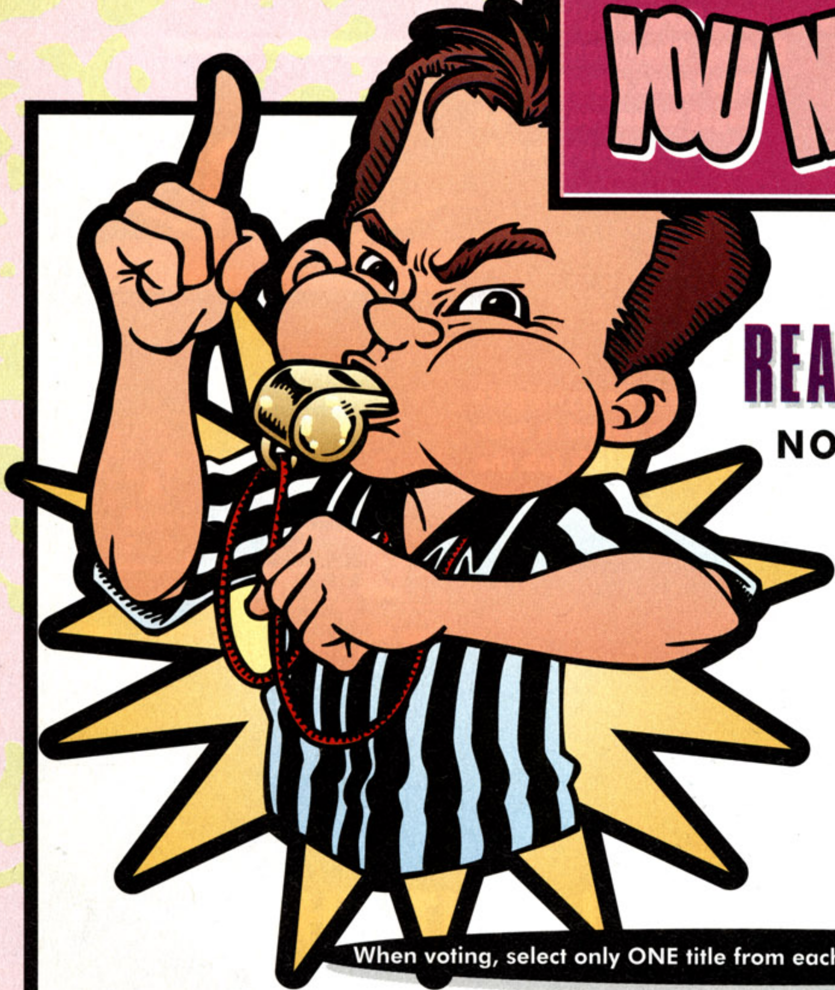
SEGA™

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

activator™
FOR SEGA GENESIS™

HE NEXT LEVEL™

YOU MAKE THE CALL!



GAMEPRO'S 1994 READER'S CHOICE AWARDS

NOW YOU CAN VOTE FOR YOUR FAVORITE GAMES... *INSTANTLY* BY PHONE!!

Just dial the 900 number shown below and follow the easy directions. You'll need a touch-tone phone to place your vote. And remember, if you're under 18, be sure to get your parents' permission to call.

When voting, select only ONE title from each of the following categories:

BEST SYSTEM OF THE YEAR

1. Atari Jaguar
2. Duo
3. Game Boy
4. Game Gear
5. Lynx
6. Neo•Geo
7. Panasonic REAL 3DO Multiplayer
8. Sega CD
9. Sega Genesis
10. Super Nintendo

BEST ACTION/ADVENTURE GAME

1. Aladdin (Genesis)
2. Alien 3 (SNES)
3. Flashback (Genesis)
4. Kirby's Adventure (NES)
5. Mega Man X (SNES)
6. Rabbit Rampage (SNES)
7. Sonic CD (Sega CD)
8. Super Empire Strikes Back (SNES)
9. Super Mario All-Stars (SNES)
10. Super Metroid (SNES)
11. ToeJam & Earl: Panic on Funkotron (Genesis)
12. Jurassic Park (Genesis)

BEST ROLE-PLAYING GAME

1. Equinox (SNES)
2. Landstalker (Genesis)
3. Lufia (SNES)
4. Lunar (Sega CD)
5. Paladin's Quest (SNES)
6. Rise of the Dragon (Sega CD)
7. Secret of Mana (SNES)
8. Shadowrun (SNES)
9. The Legend of Zelda: A Link to the Past (Game Boy)
10. Young Merlin (SNES)

BEST SPORTS

1. Boxing Legends of the Ring (Genesis)
2. Boxing Legends of the Ring (SNES)
3. FIFA Soccer (Genesis)
4. Madden NFL '94 (Genesis)
5. Madden NFL '94 (SNES)
6. Mutant League Football (Genesis)
7. NBA Jam (Genesis)
8. NBA Jam (SNES)
9. NFL '94 Starring Joe Montana (Genesis)
10. NHL Hockey '94 (Genesis)
11. NHL Hockey '94 (SNES)
12. NHL Hockey '94 (Sega CD)
13. Nigell Mansell's World Championship (SNES)
14. Prize Fighter (Sega CD)
15. Virtua Racing (Genesis)
16. World Series Baseball (Genesis)

BEST SHOOTER

1. CyberMorph (Jaguar)
2. Lethal Enforcers (Genesis)
3. Lightening Force (Genesis)
4. Lords of Thunder (Duo)
5. Silpheed (Sega CD)
6. StarFox (SNES)
7. Total Eclipse (3DO)
8. Trevor McFur in the Crescent Galaxy (Jaguar)

BEST HEAD-TO-HEAD FIGHTING GAME

1. ClayFighter (SNES)
2. Eternal Champions (Genesis)
3. Fatal Fury 2 (SNES)
4. Fatal Fury Special (Neo•Geo)
5. Mortal Kombat (Genesis)
6. Mortal Kombat (SNES)
7. Samurai Shodown (arcade Neo•Geo)
8. Street Fighter II' Turbo (SNES)
9. TMNT Tournament Fighters (Genesis)
10. TMNT Tournament Fighters (SNES)
11. World Heroes 2 (Neo•Geo)

BEST STRATEGY/PUZZLE GAME

1. Bomberman '93 (Duo)
2. Dr. Robotnik's Mean Bean Machine (Genesis)
3. Dune (Genesis)
4. Dune (Sega CD)
5. Metal Marines (SNES)
6. PacAttack (SNES)
7. SimAnt (SNES)
8. Super Bomberman (SNES)
9. Tetris 2 (NES)
10. Yoshi's Cookie (SNES)

BEST EDUCATIONAL GAME

1. Barney's Hide & Seek (Genesis)
2. Carmen Sandiego (SNES)
3. Mario is Missing (SNES)
4. Mario's Time Machine (SNES)
5. My Paint (Sega CD)
6. SimAnt (SNES)
7. SimEarth (SNES)

BEST VEHICLE SIMULATION

1. Top Gear 2 (SNES)
2. Turn 'N' Burn 2 (SNES)
3. Jungle Strike (Genesis)
4. Wing Commander II (SNES)
5. Nigel Mansell Racing (SNES)

BEST MOVIE ADAPTATION

1. Aladdin (Genesis)
2. Aladdin (SNES)
3. Alien 3 (SNES)
4. Dune (Sega CD)
5. Jurassic Park (Genesis)
6. Jurassic Park (Sega CD)
7. Jurassic Park (SNES)
8. Lawnmower Man (SNES)
9. Super Empire Strikes Back (SNES)
10. T2: Judgement Day (SNES)
11. T2: The Arcade Game (SNES)

BEST GRAPHICS

1. ClayFighter (SNES)
2. Crash 'N' Burn (3DO)
3. Flashback (Genesis)
4. Flashback (SNES)
5. Aladdin (Genesis)
6. Mortal Kombat (SNES)
7. Night Trap (Sega CD)
8. Rabbit Rampage (SNES)
9. Samurai Shodown (arcade Neo•Geo)
10. Silpheed (Sega CD)
11. Sonic CD (Sega CD)
12. Street Fighter II' Turbo (SNES)
13. Super Empire Strikes Back (SNES)

BEST SOUND ACHIEVEMENT

1. ActRaiser 2 (SNES)
2. Aladdin (Genesis)
3. Mortal Kombat (SNES)
4. NHL Hockey CD (Sega CD)
5. Shinobi III (Genesis)
6. ClayFighter (SNES)
7. Street Fighter II' Turbo (SNES)
8. Super Empire Strikes Back (SNES)
9. ToeJam & Earl: Panic on Funkotron (Genesis)

BEST OVERALL GAME

1. Aladdin (Genesis)
2. Alien 3 (SNES)
3. ClayFighter (SNES)
4. Jurassic Park (Genesis)
5. Mega Man X (SNES)
6. Mortal Kombat (Genesis)
7. Mortal Kombat (SNES)
8. NHL Hockey '94 (Genesis)
9. NHL Hockey '94 (SNES)
10. Samurai Shodown (arcade Neo•Geo)
11. Secret of Mana (SNES)
12. StarFox (SNES)
13. Street Fighter II' Turbo (SNES)
14. Super Bomberman (SNES)
15. Super Empire Strikes Back (SNES)
16. Super Mario All-Stars (SNES)

JUST DIAL 1-900-454-0040

Calls cost $.99/minute. Average call lasts 3 minutes.Get your parents' permission to call if you're under 18.

Sponsored by GAMEPRO Magazine
a Division of Infotainment World Inc.
San Mateo, CA

HOT AT THE ARCADES

RAIDEN II

By Manny LaMancha

Raiden II (By Fabtek)

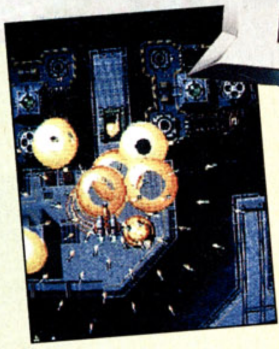
Raiden, which was recently and faithfully recreated for the Atari Jaguar (see ProReview in this issue), is a classic arcade game. It set the trend for vertically scrolling, overhead-view shooters. Not seeing much to improve upon, Fabtek has built Raiden II as a very comfortable and familiar game with a few new bells and whistles.

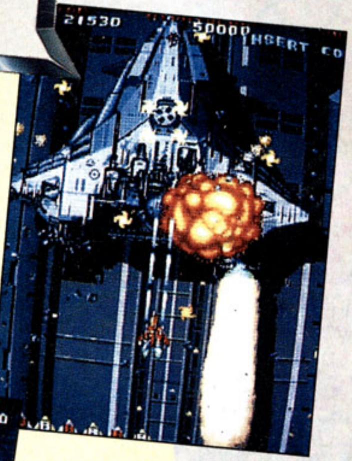
As in the original Raiden, you – and a friend, if you choose to fly competitively – soar through and fire upon myriad tanks, planes, and other anti-spacecraft armament. Control is simple: One button fires weapons, another button dumps bombs, and a joystick moves your space fighter around the playfield.

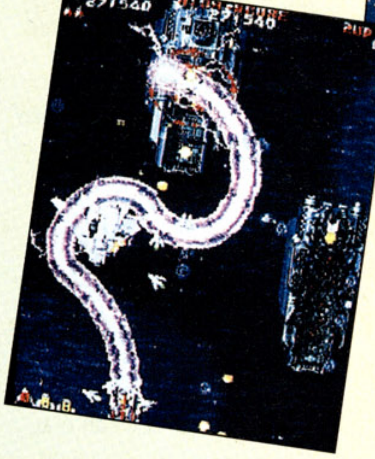
Fabtek upgraded Raiden's arsenal in this sequel. In addition to the basic bullets and lasers, there's a plasma weapon, which you can fix on a target. When it's fully powered up, this purple energy "ribbon" puts on an impressive fireworks display, snaking and looping around the screen, blasting anything in its path. The bomb selection is also improved with a cluster bomb that sprays destruction across the screen.

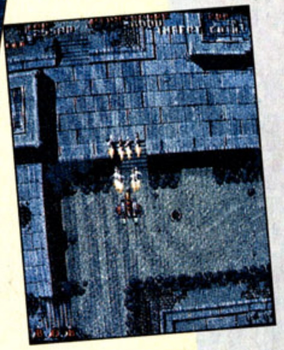
Primarily, Raiden II is a basic, challenging test of your reflexes. As you progress through the eight levels, the enemy fire grows in intensity, and it's nearly impossible to find a small opening to fly through safely. Survive and you face gigantic bosses.

Raiden "raids" the arcades once again! G









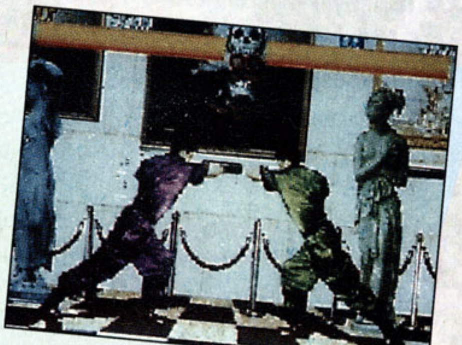
Survival Arts (By American Sammy)

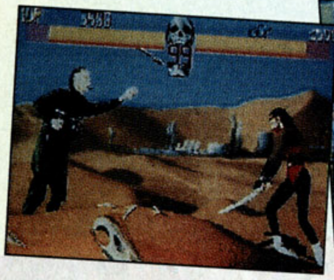
Street Fighter II and Mortal Kombat have scared up a gang of competitors, all battling for a piece of the fighting game pie. One of the newcomers in the field is American Sammy's Survival Arts, which takes a swing at the Mortal Kombat design, featuring the digitized moves of eight real actors. The graphics have punch, but in the long haul Mortal Kombat rules.

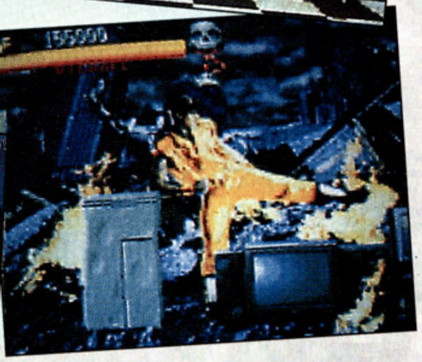
Survival Arts attempts to go with larger characters, with the fighters standing three-quarters of a screen high. Unfortunately, the character animations and color palette aren't as clean as MK II's. The sprites just don't move as smoothly. Moreover, because the characters are so large, when you leap, the entire screen bounces to keep the fighters in view.

It's not all bad news, though. American Sammy has added weapons in some scenarios, which adds spice to the fight with guns and swords. The game, which American Sammy claims will be converted to SNES and Genesis this year, also has a bunch of secret moves.

While the recent release of a nicely improved Mortal Kombat II will get most of the fighting-game coins, Survival Arts offers an intriguing option. It's worth a peek. G



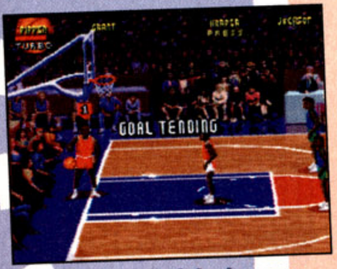




COVER FEATURE
NBA JAM
ALTITUDE WITH AN ATTITUDE!
SUPER NES

By Lawrence of Arcadia

It's here! The biggest, baddest, rim-rockinest b-ball coin-op extravaganza finally makes it to the SNES. Although the ball comes up just short of the basket a couple of times, this is one you gotta have!



PROTIP: Be careful when you jump to steal the ball after an opposing player takes a shot. If you're called for Goal Tending, the other team is awarded the points. Try tapping the Pass and Turbo buttons when you go up, and you'll pass the ball, but barely touch it.

Super NES Game ProFile

NBA Jam

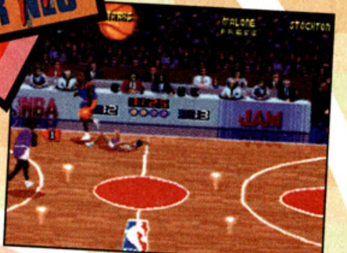
(By Arena)

The most anticipated sports game of the year is finally here, and, despite a few misfires, this long-awaited arcade translation's worth all the fanfare.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	5.0	INT. Intermediate

$74.99
Available now
Basketball
4 players (with Hudson Multitap)
27 teams
Side view
Passwords

NBA JAM © 1993. Midway is a trademark of Midway Manufacturing Company. The NBA and NBA Team trademarks used herein are used under license from NBA Properties, Inc. All rights reserved.

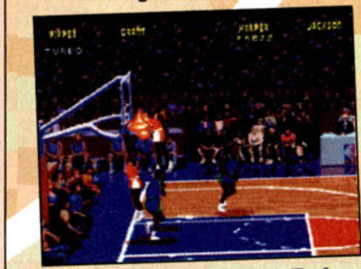


PROTIP: If you try to steal and you knock down a player (but they retain the ball), go back and try the steal again. You should get the ball this time.

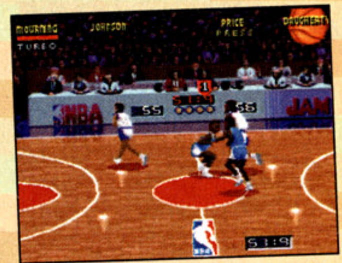
You Gotta Jam!

There are no rules, ro refs, and no regrets as you press down the boards on your way to glory.

You play as one of 27 NBA two-man teams. You can play as either one of the two men on your team, and each team member has a meter of strengths and weaknesses: Some are slam masters, others are three-point princes. You're trying to beat each of the other teams and become the NBA Jam champs. A password system lets each player save their progress, and the passwords can be plugged into different games.



PROTIP: Don't drain your Turbo. Save some for defending the rim.



PROTIP: Keep your finger on the Turbo button as you hit the Steal button, and you should be able to wrestle the ball away from an opposing player.

You can play against a bud or the computer, or you and a friend can play on the same team against the CPU. With the Hudson Multitap you can get up to four players on the court at a time.

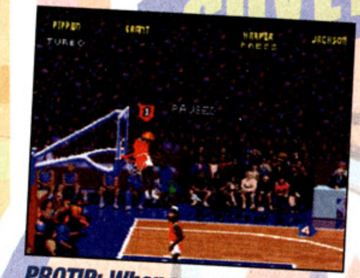
The additional buttons on the SNES controller make the shoot, steal, and block controls easy. The players move smoothly, and it's easy to kick in the Turbo using the R or L trigger on top of the pad.

The multiplayer game play is a blast. The computer, though, likes to make shots that only a player's mother could hope for. Being 20 points ahead only means that the computer will score seven three-pointers in the last ten seconds.

Boo! Shakalaka

The player sprites are smooth and clean, better than those in the Genesis version. The speed is just as fast as you would have expected for this hot-shot game, although a tad slower than in the Genesis. The graphics for the Super Slam Dunks are superb. The detail on the players is not as good as in the arcade, but it's close. A little crowd movement would have improved the view.

The sound in this game, though, needs to be sent to the showers. If you loved the speaker-shakin' arcade sounds, you're in for some letdown when you hear the SNES cart's "Boom shakalaka" and the derisive "Can't buy a bucket." They sound like they're coming from the rusty end of a tin can telephone.



PROTIP: When you see an opposing player jump up for a slam, jump with him, and at the peak of the jump press Turbo and Steal to stop the jam.

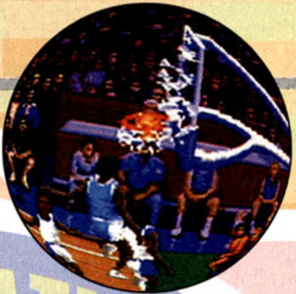
Go for the Glory

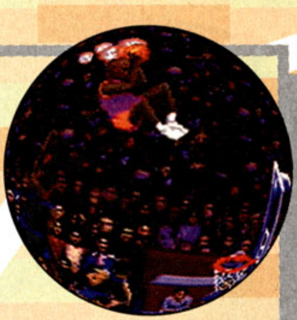
Forget the sound, though. Once you start playing this one-on-one basketball game, you're gonna want to go for it all. Sharp graphics, easy controls, and great game play make this one worth bringing home. Even if it's not an exact translation, it's a good one – and the better of the two cartridge versions. Just be prepared to eat a little parquet now and then. **G**

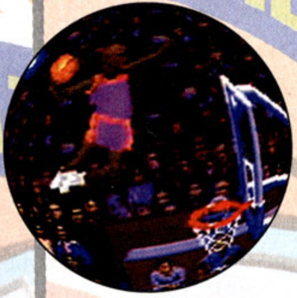
JaM It hoME

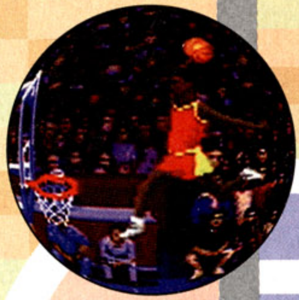
You rocked the arcades with NBA Jam's thunderous dunks! Now you can bring the awesome action of the most successful arcade game of all time into your own home. NBA Jam has exploded onto the SNES, Genesis, and Game Gear to instant acclaim.

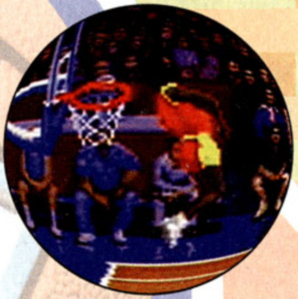
is It theShoES?

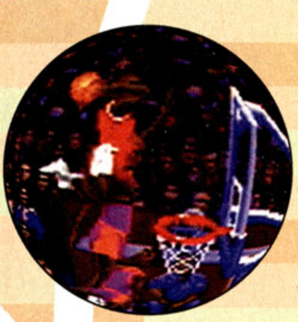

You could be a backboard shatterin'…

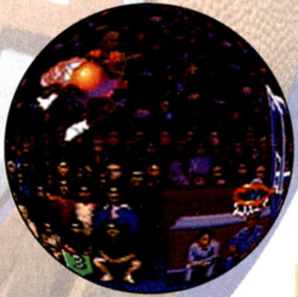

…360° rim rockin'…

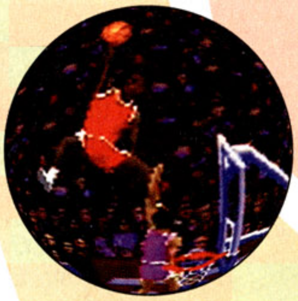

…one-hand slammin'…

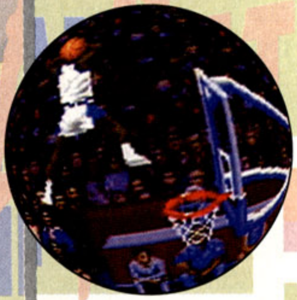

…air mailin'…

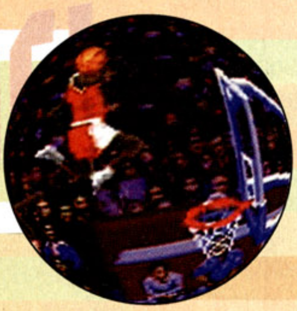

…reverse dunkin'…

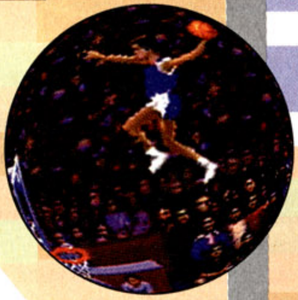

…monster jammin'…

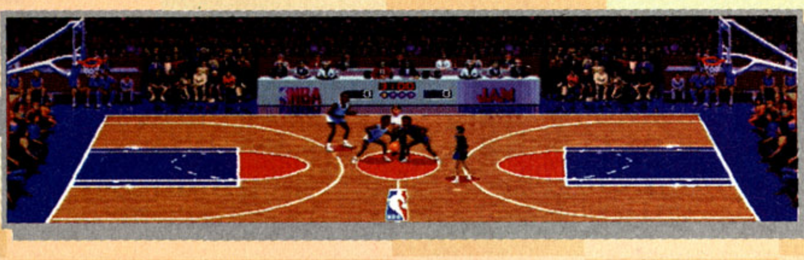

…sideways shootin'…


…Tarzan yellin'…


…comin' round the mountain…


…hang glidin'…

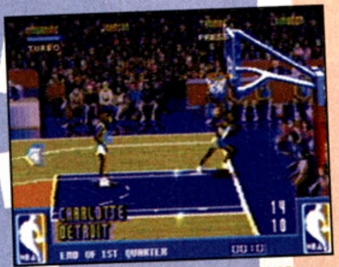

…windmill action NBA Super Star!



COVER FEATURE
NBA JAM
ALTITUDE WITH AN ATTITUDE!
GENESIS

By The Sporthog

Basketball's bad boys are all lined up for a one-on-one hoop holiday that delivers fast action, quick moves, and awesome slams. But don't let the smooth taste fool ya! Some parts of this game could've been better.



PROTIP: Watch the clock! If you've got fewer than five seconds left and you're down by a couple, toss the ball from across the court! If you're up by a couple and you've got the ball, be careful of passing. The computer is waiting for the steal.

Genesis Game ProFile

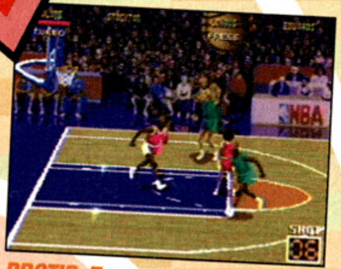
NBA Jam

(By Acclaim)

Sports fans have enjoyed a wealth of sports games on the Genesis, and now they are rewarded with the best slamma-jamma feast ever. But the feast may be short a few dishes.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	5.0	INT. Intermediate

$64.99	27 teams
Available now	Side view
Basketball	Passwords
4 players (with Sega Team Player)	



PROTIP: Try crossing up opposing players in the corner by attempting to steal. The shot clock will wear down faster than you can say "Boom shakalaka!"

In Yo Face!

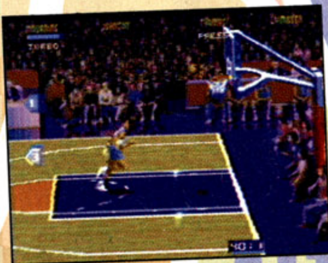
NBA Jam for the Genesis delivers the fast-paced, frenzied, arcade-style game play, but it pulls back on the graphics just a bit. As for the sound, well, of course it couldn't match the arcade machine's, but let's just say that you'll hear better background noise on AM radio.

You play as one of 27 teams, stomping down the courts on your way to glory. And although the match-ups are good, the question remains: Where's Shaq? (Comin' to his own game, eventually.) Players are shown with meters under their names to highlight each individual's strengths and weaknesses in areas such as Defense, Dunks, Speed, and Three Pointers. Pick these carefully, because a hot three-point shooter may mean the difference between a W and an L. Play against the computer, with a friend against the computer, or against a friend. Get a Sega Team Player and you can play with four players! You can keep a record of your wins, and get back in the action with a password feature.

Hangin' on the Rim

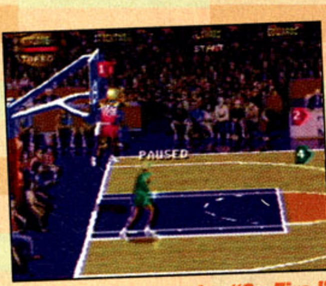
The sights in NBA Jam for the Genesis far outweigh the sounds. The graphics are clean, but they're not as defined as those in the SNES version. The players seem more colorful, but less sharp here (compare the pics yourself). The speed of the players is about the same, with the Genesis being just a tiny bit faster than the SNES version. The crowd remains as listless and lifeless as the crowd at an Air Supply concert.

The sounds don't get much above Air Supply either. Forget rockin' your speakers. You're lucky if your volume control goes to the left of "0." The announcer sounds as excited about the game as the fans are. All the great arcade sound effects, like sneaker-squeaking and net-swishing, are muted, as if the players were underwater.



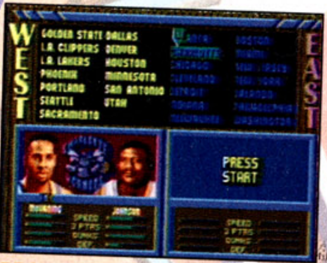
PROTIP: If you go for the long shot, Turbo a man down to the basket to grab (or fight for) the rebound.

The three-button controls (steal, block, shoot) are as simple as in the arcade version. The players are easy to maneuver, and you'll quickly get the hang of slammin' on the turbo with Button B. You can also, of course, make some of the most awesome slam dunks in video hoops history.



PROTIP: When you're "On Fire," you can Goal Tend until the cows come home.

Occasionally, the computer cheats enormously. This is frustrating, especially when you're driving to win and the computer scores two, three, maybe four times in a row! And don't expect to see the ref make an appearance unless you're Goal Tending. The game is much more fun as a multiplayer contest.



PROTIP: Two of the most balanced players are Pippen (Chicago) and Mourning (Charlotte).

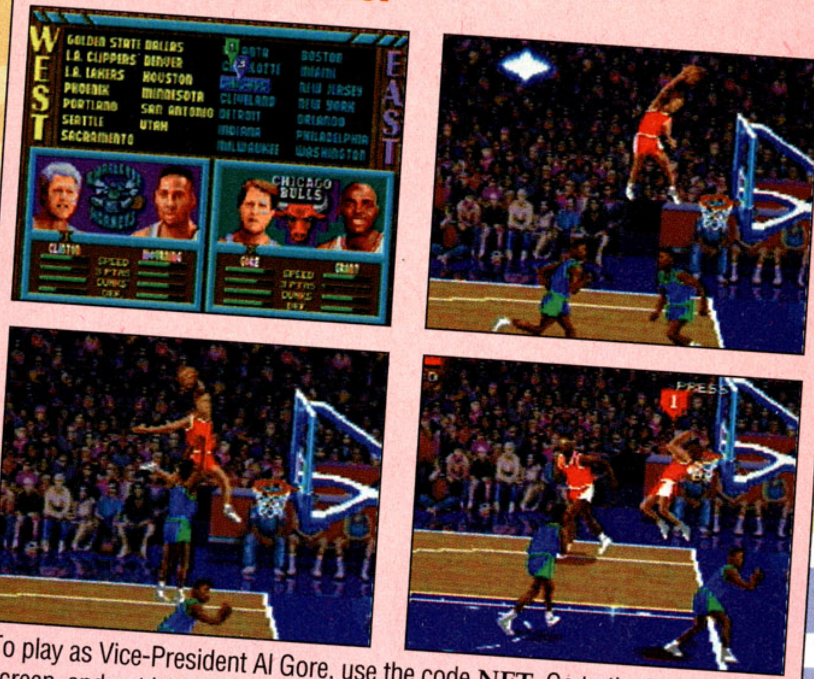
Jam Sandwich

Don't let all that deter you, though. This cart's still a first-rate ball bouncer, and one of the best hoops games out there, especially when you ram it on home with a Tarzan Slam or a 360-degree Rim-Rocker. Acclaim's gone for the slam dunk with NBA Jam, and although it's not an exact translation of the arcade, it's still gonna score big with most fans of the classic coin op. This one's more fun than an NBA contract. **G**

tRiCKs & ChEAts

Both 16-bit versions of NBA Jam are loaded with secrets. Here's a samplin' to get your thumb tap-pin'. Send us your NBA Jam discoveries and we'll stick your name in *GamePro* and send you a cool shirt!

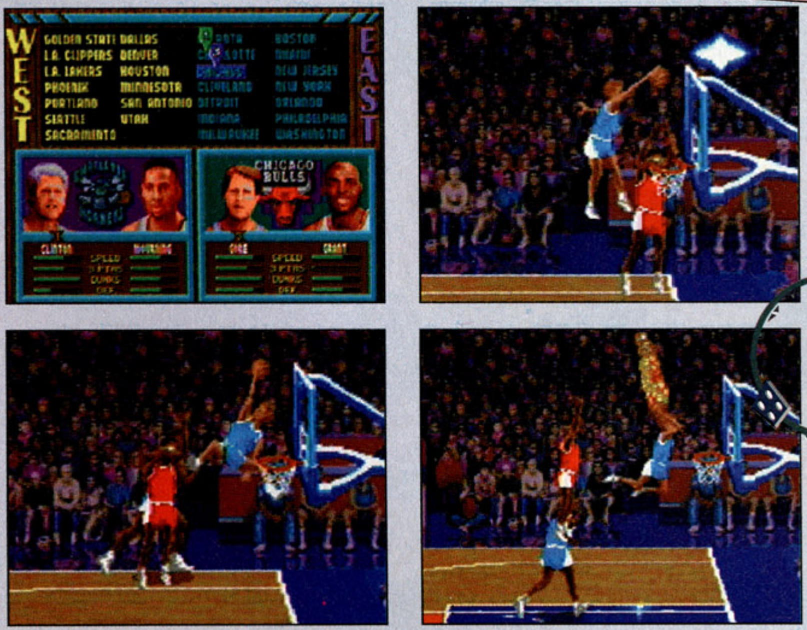
He Shoots, He Gores!



To play as Vice-President Al Gore, use the code **NET**. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

Super Nintendo:	Button L, Button R, and Button A
Genesis:	Start and Button B

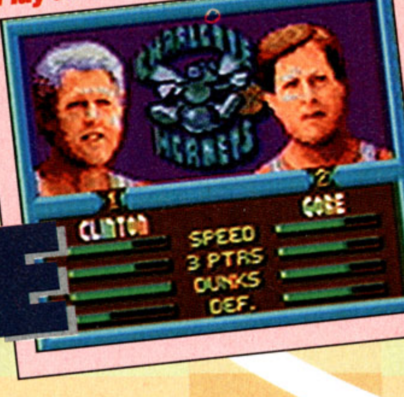
Clinton's Supreme Court



To play as President Bill Clinton, use the code **ARK**. Repeat the same procedure, but use the following codes:

Super Nintendo:	Button L, Button R, and Button X
Genesis:	Start and Button A

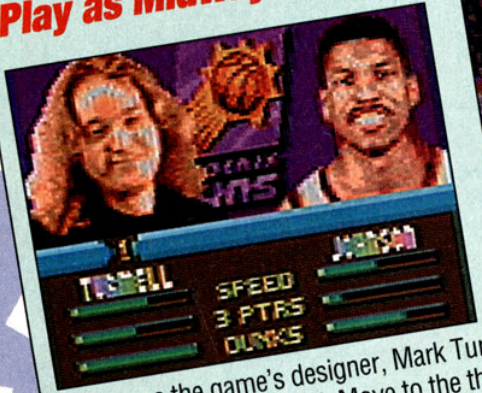
Play as Bill Clinton and Al Gore!

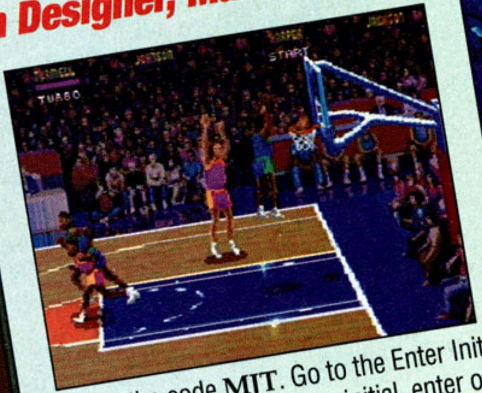


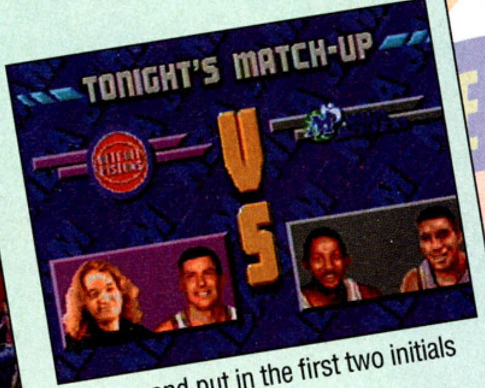
pRESideN-tiaLpAGE

X Marks the Shot

Play as Midway's NBA Jam Designer, Mark Turmell!


TURMELL
JORDAN
SPEED
3 PTRS
DUNKS


TURMELL
JORDAN
TURBO
START

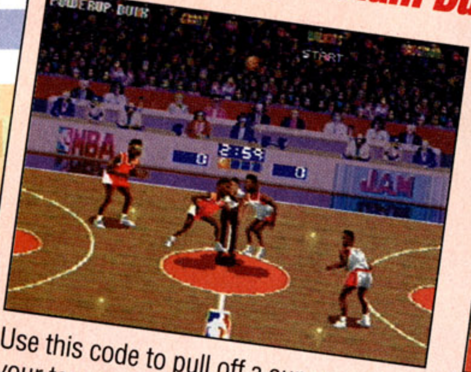

TONIGHT'S MATCH-UP
VS

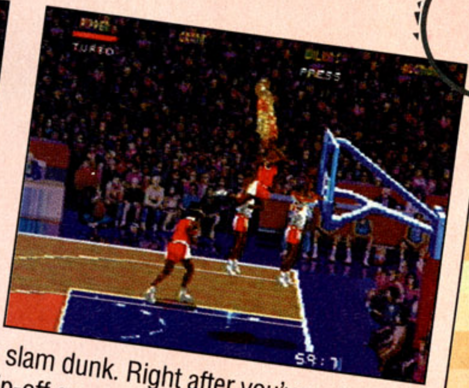
To play as the game's designer, Mark Turmell, use the code **MJT**. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

Super Nintendo:	**Button R, Start, and Button A**
Genesis:	**Start and Button A**

Slam Masters

NBA Jam Super Slam Dunk


POWERUP DUNK
START
2:59
NBA
JAM


TURBO
PRESS
59:7

Use this code to pull off a super powered-up slam dunk. Right after you've selected your team on either system, and before the tip-off screen, tap any button 13 times while rotating the directional pad. When a button is pressed for the 13th time, hold it down and continue rotating the directional pad until the tip-off occurs.

COVER FEATURE

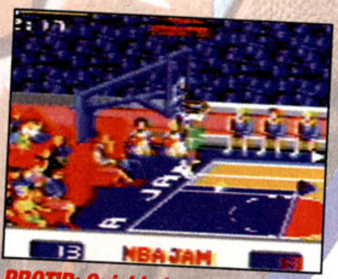
NBA JAM

ALTITUDE WITH AN ATTITUDE!

GAMEGEAR

By Weekend Warrior

Continuing its simultaneous full-court press of all game systems, NBA Jam leaps onto the Game Gear with mixed success. While this cart is a praiseworthy attempt to squeeze all the teams, features, and spirit of the smash arcade hit into the tiny confines of a hand-held system, much is lost in the translation.



PROTIP: Quickly tapping the Turbo button several times causes the dribbler to throw his elbows and knock down defenders.

Game Gear Game ProFile

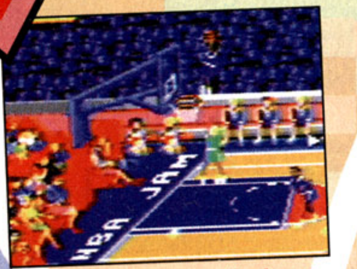
NBA Jam

(By Arena Entertainment)

This cart is a noble attempt to squeeze the features and spirit of the arcade hit into a hand-held, but much is lost in the translation.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

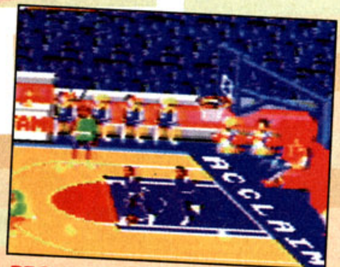
Price not available	27 teams
Available now	Side-scrolling
Basketball	Side view
1 player	Passwords



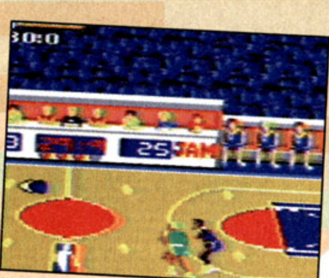
PROTIP: There are no fouls, so shove away the defense to clear a path for your partner when he's driving with the ball.

Jam-med In

The fundamental drawback of putting NBA Jam in a hand-held format is the size of the players on the tiny screen. Although the graphics are sharp, colorful, and detailed, their quality is limited by the LCD resolution and the physical size of the screen. While the players move smoothly across the side-scrolling court, it's often difficult to see the details that would help you line up a defender to steal the ball, or enable you to shoot a basket in a crowd.

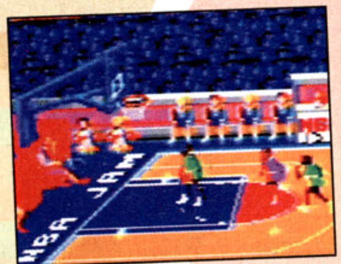


PROTIP: If the basket is too well-defended, drive into the paint and pass the ball back to your partner to make the shot.



PROTIP: Tapping the Shoot button often fakes out the defense.

Graphics problems aside, this version of NBA Jam tries hard to resemble its arcade predecessor. You're still in a two-on-two match highlighted by monster dunks, bone-crushing slams, and fiery basketballs. As always, two stars from all 27 NBA teams are available, rated in Speed, Dunks, Three-Pointers, and Defense. Additional features allow adjustment of timer speed, difficulty level, control of one or both players on a team, and computer assistance if a team falls way behind.

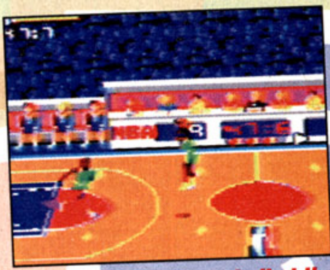


PROTIP: Don't be a gloryhound and go for fast breaks all the time. Allow your partner to catch up to you to set up an offensive front.

The weakest part of NBA Jam on the Game Gear is the sound palette, which is limited. Simple sound effects highlight the action, and they're backed by tinny crowd noise. Unfortunately, 8-bit limitations eliminated the familiar announcer, who bellowed infamous phrases like "Boom shakalaka!" in the arcade.

Turbo Time!

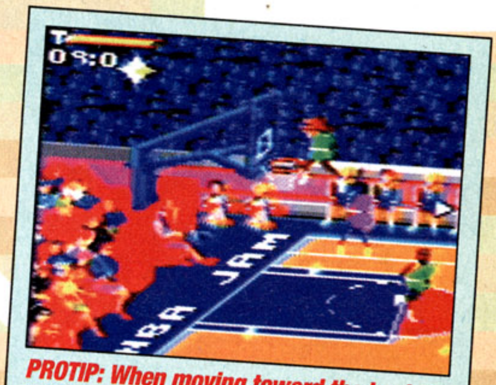
NBA Jam's control configuration has been simplified to accommodate the two-button Game Gear, with the Start button substituting for the invaluable Turbo boost. Turbo helps players run super-fast, shove opponents out of the court, and make backboard-shattering Super Slam Dunks. However, Turbo power is limited. On-screen actions are very responsive to controls, but unfortunately there's no way to pause the game.



PROTIP: Shooting the ball at the highest point of your jump gives you the best chance of making the basket.

Not Ready for Prime Time

NBA Jam fans will be disappointed by this Game Gear version, not from lack of effort by the programmers, but because of the limitations of the platform. Nevertheless, it's still a tasty treat that you can take with you. G



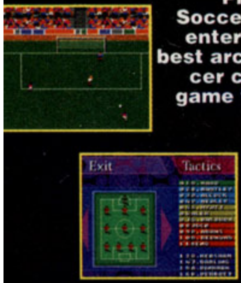
PROTIP: When moving toward the basket with the ball, hit Turbo to execute a classic arcade dunk.

FUTURE SHOCKS!
Amazing video game action hitting your screens soon!

C.J. - ELEPHANT FUGITIVE™

He's on the run! Join C.J. the elephant in this action-packed race through Europe and Africa as he busts out of the zoo and heads home!
COMING FEB '94

WORLD SOCCER '94™



All the action! All the players! Play World Soccer '94 and enter the very best arcade soccer challenge game for 1994!
COMING SOON!

MICRO MACHINES®

GENESIS
GAME GEAR
PC
AMIGA
NES

Micro Machines®
Experience the wildest racing game ever created! 27 all-action tracks of miniature mayhem as you race the Micro Machines vehicles - loaded with turbo-power. Sand buggies, Turbo Wheels, Formula One cars and more! A smash-hit video game - it's the hottest two-player head-to-head challenge race ever devised!
"Will keep even the most hardcore gamers hooked"
VideoGames magazine
AVAILABLE NOW!

THE ORIGINAL
Micro Machines
SCALE MINIATURES

WHAT ARE YO

PSYCHO PINBALL™

Here's Psycho, the silver-plated armadillo *with one hell of an attitude*, as he launches himself into the wildest selection of pinball tables ever created!
COMING SOON!

DREYFUSS SMARTVARK™

Your TV's gone wild - the gremlins are loose and the shows are out of control! Send in Dreyfuss to sort out the problems!
COMING SOON!

GENESIS
GAME GEAR
PC
AMIGA
NES

Cosmic Spacehead™
Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world!
"Brilliantly original, challenging and great fun - don't miss it!"
AVAILABLE NOW!

COSMIC
SPACEHEAD

OFF
SE
SEA
QU

This officia
assurance that t
the highest qua
Sega™. Buy game
with this seal to
compatible with
and Game G

COSMIC SPACEHEAD™

Codemasters™

Codemasters

FANTASTIC DIZZY™

FANTASTIC DIZZY

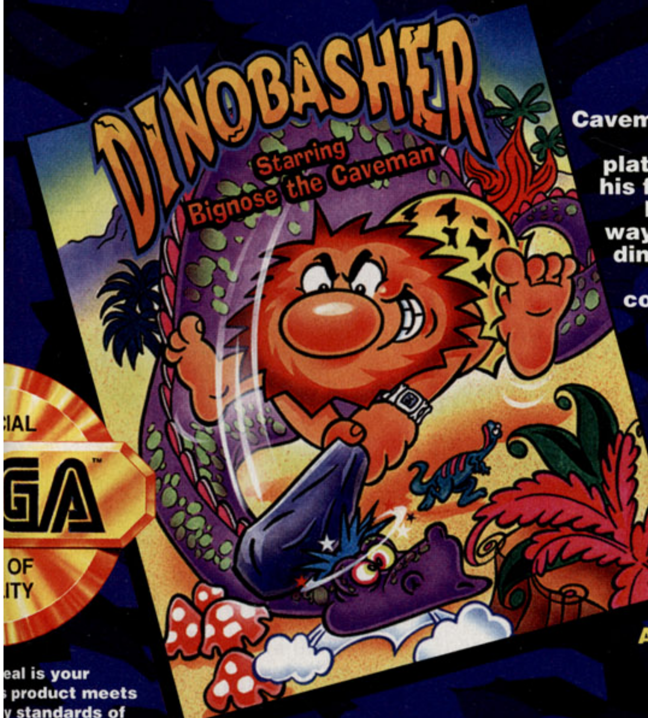
Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine

AVAILABLE NOW!

GENESIS
GAME GEAR
PC
AMIGA
NES*

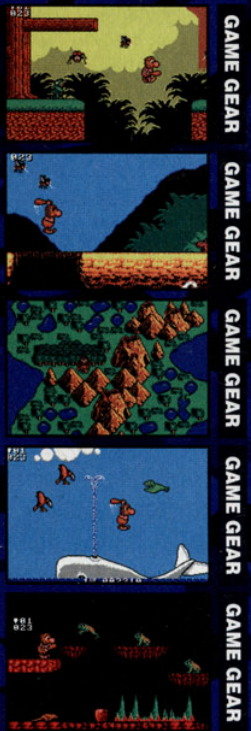
Reckon you can handle awesome action and the greatest mind-power? Prepare yourself to experience the explosive gameplay of Codemasters' video games! Total playability and great graphics! From the best in arcade racing to the wildest fantasy adventures to a completely cosmic experience! If you haven't got 'em - what are you playing at?

U PLAYING AT?



Dino Basher!™ Join Bignose the Caveman in Dino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!"

AVAILABLE FEB '94



DINO BASHER!™

© The Codemasters Software Company Limited ("Codemasters") 1993. All rights reserved. Fantastic Dizzy, Cosmic Spacehead, Dino Basher!, C.J. - Elephant Fugitive, World Soccer '94, Psycho Pinball, Dreyfuss Smartvark are trademarks of Codemasters. Genesis, Game Gear, Sega and the Sega Seal of Quality are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a license. N.E.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Company Limited in any way. * Titled The Fantastic Adventures of Dizzy. Micro Machines is a registered trade mark of Lewis Galoob Toys, Inc. The trade mark is being used pursuant to a license. Codemasters is not affiliated with Lewis Galoob Toys, Inc.

eal is your
product meets
y standards of
and accessories
e sure they are
Sega Genesis™
r™ systems.

To grab a piece of Codemasters action contact your favorite retailer!
Retailers contact CODEMASTERS, Ontario, Canada - Tel: (905) 771 9007

By The Unknown Gamer

Sequels can be deadly, but a few classic characters can successfully return to video games again and again. Until now, Mega Man and Mario have been the kings of the replay pile, but the popular 'hog's making a bid to wallow at the top with this excellent addition to his collection of adventures.

Here's the Story...

Okay, so the the story line never changes much, but think of it as part of a saga. Sonic and Tails destroyed the Death Egg ship at the end of Sonic 2...or so they thought. It seems the scrambled vessel crash-landed on the Floating Island, which is powered by Chaos Emeralds. The Emeralds are guarded by a new character in the saga, Knuckles, an engaging echidna (a "spiny-coated toothless burrowing nocturnal mammal," according to *Webster's* dictionary). Robotnik cons Knuckles into believing that Sonic and Tails are trying to steal the Emeralds. Bet you can guess what happens next!

Genesis Game ProFile

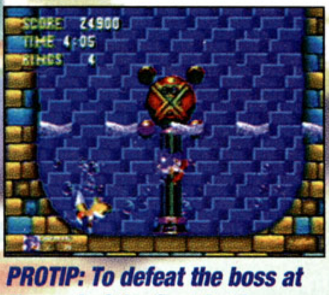
Sonic the Hedgehog 3

(By Sega)

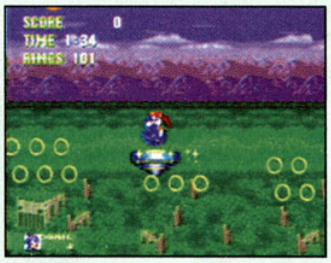
Sonic 3 proves that you can teach an old hedgehog new and exciting tricks. Take that old Sonic magic, add fun new variations, and you have another spectacular game.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	INT. Intermediate

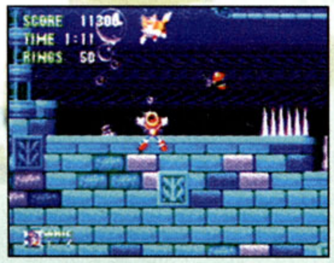
$69.99	6 zones
16 megs	Side view
Available February	Multi-scrolling
Action/adventure	Battery back-up
2 players	



PROTIP: To defeat the boss at the end of the first Act in HydroCity, leap over him as he rotates around the water. Then, when he comes to rest on the post, bonk him four or five times from below to destroy him.



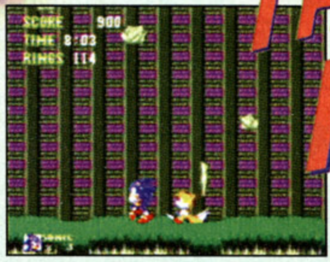
PROTIP: Stand on the blue tops in the Marble Garden Zone, and Spin Dash. They'll soar through the air and take you to otherwise unreachable spots.



PROTIP: Don't forget to breathe when you're underwater.

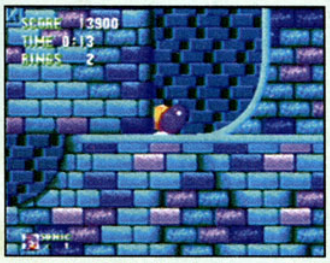
At first glance, Sonic 3's game play is identical to the prior Sonic sagas. A closer look, though, shows some very def additions and improvements to the formula.

The six Zones on the Floating Island are new. Each Zone has two huge Acts, and Sonic battles Robotnik at the end of almost every Act. There are loads of secret rooms and other surprises throughout each Act. The Acts have multiple pathways, but they are more linear than those in the first games.

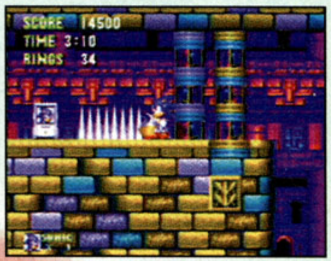


PROTIP: To defeat the boss at the end of the first Marble Garden Act, dodge the spikes he drops and then simply bonk him.

If Sonic finishes any Act with 50 or more Rings, he enters the Bonus Stage, where a giant gumball machine coughs up power-ups.



PROTIP: At the beginning of Act 2 in HydroCity, an advancing wall threatens to crush Sonic. As you leap to each new platform, turn right, Spin Dash, and leap to the next platform to the right. If your timing's quick, you can escape.



PROTIP: After you skid across the water in the second HydroCity Act, leap up and to the left to discover a 1-up just past the spikes.

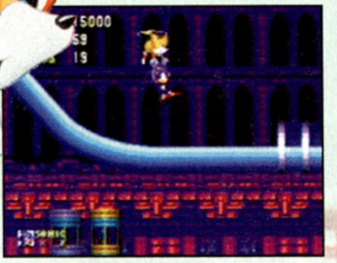
Special Stages are Sonic's forte, and he's upped the ante with two delightfully original kinds. When Sonic locates a giant gold Ring, he zaps to the Special Stage, where he has to race to transform blue spheres into gold Rings. If he collects all the spheres, he gets one of the Chaos Emeralds. If you snag all the Emeralds, you see the game's real ending.

SON
THE
HEDG

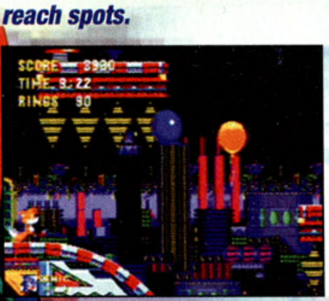
Sonic Boom

Sonic's as fast as ever, and even faster in some areas of the game. He has his usual repertoire of moves and a new move called the Insta-Shield. If you quickly tap any button twice, Sonic gets a few seconds of Shield protection. Tails can fly or swim for a limited time, and, when you're playing as Sonic, Tails can grab Sonic and airlift him away. The airlift is a little tricky, but the rest of Sonic's moves are simple, and the precise controls make him easy to maneuver.

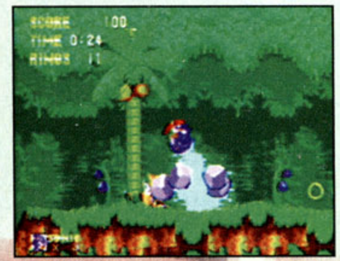
Look for the familiar power-up Monitors, but also look for new contraptions. There are now three shields. The Fireball Shield protects Sonic from fire attacks and gives him a Fireball Spin Dash attack. The Water Shield enables Sonic to breathe underwater and to bounce like a ball. The Lightning Shield attracts Rings like a magnet, protects him from electric attacks, and enables him to double-jump in mid-air. The shields add a new strategy element to the game play. Also, beware of the Robotnik power-up. Robotnik's face is on it, and if you grab it you'll take damage.



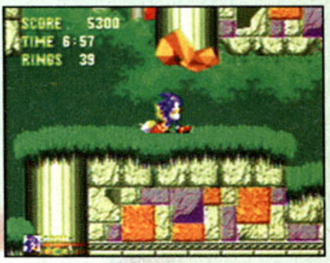
PROTIP: Don't forget to use Tails to air-lift Sonic to hard-to-reach spots.



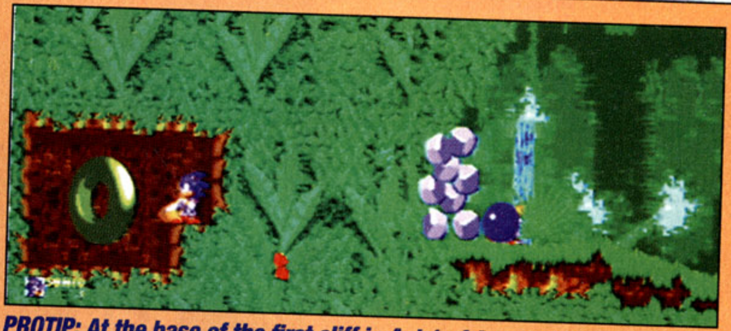
PROTIP: The balloons in the Carnival Night Zone are often the only way that Sonic can reach higher spots. Leap on them as if they were stepping stones.



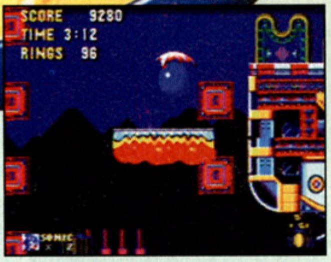
PROTIP: There's a button hidden under the first rock you reach in Act 1 of Angel Island. Break it, ricochet to another button and then up to the left to a secret ledge that holds several power-ups.



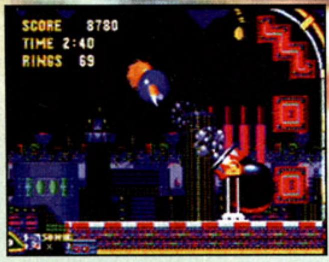
PROTIP: In the second Act of the Marble Garden Zone, an earthquake hits. Speed through this area before you're trapped by falling pillars.



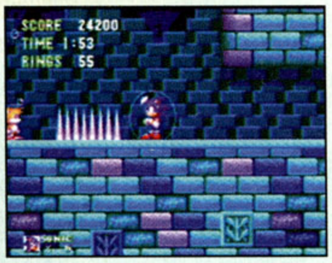
PROTIP: At the base of the first cliff in Act 1 of Angel Island, use the Spin Dash to break through the blocks on the left. Inside is a secret room with a Special Stage Ring.



PROTIP: Jump up and down on these platforms in the Carnival Night Zone to make them go up in the air.



PROTIP: In the Carnival Night Zone, launch Sonic to new heights with the Cannons. The Cannon automatically rocks back and forth. Wait 'til it's pointed in the right direction, then tap any button to launch Sonic.

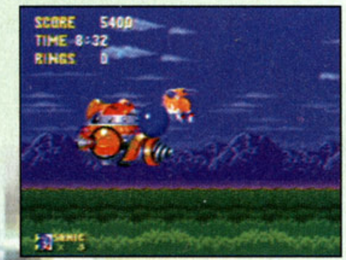


PROTIP: If you've got the Bubble Shield, you don't have to worry about taking breaths underwater.

Solo Flight

If you're playing solo, you can take on Robotnik as either Sonic or Tails. Tails' ability to fly gives the game a different twist when you play as him. Either way, the other character tags along. Remember that Controller Two can be used to maneuver the other character.

The Two-Player mode's new face-lift ups the fun factor and saves your eyesight, too. The split screen has been enlarged to full-screen size, making it a heck of a lot easier to track your racer. Each of this mode's five Zones are unique, and you can play three ways. Practice in the Time Attack mode, then take on another player for the best time in a Match Race in a one-zone contest. Or, duke it out in all five Zones in the Grand Prix mode. Two-Player still isn't as fun as the main game, but it's much improved over Sonic 2.



PROTIP: Sonic battles the final Marble Garden Boss in the sky. Try to hit him two or three times on the ground. Then, when he takes off, hover above him, leap from Tails' arms, and try to hit Robotnik on the top of his ship.

Hedge Your Bets

Sonic 3 looks as good as it plays. The new Zones have gorgeous background detail and lots of visual treats. It's still impressive to watch Sonic hit top speeds, especially on new obstacles like HydroCity's curving pipes and waterslides. Sonic himself is a slightly larger sprite, with a more well-rounded 3D look. Robotnik's creations are always entertaining to look at – and Sonic 3's contraptions are no exception.

The tunes are similar to those in the other Sonic sagas. Each Act has a theme song that's catchy...until you've heard it a hundred times. The sound effects are the familiar bounce and boing noises.

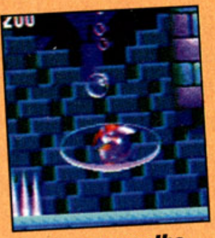
Challenge-wise, Sonic's a mixed bag. Beginners can zip through the game and beat the bosses easily, but they'll probably miss out on most of the secrets. Advanced gamers can search for hidden areas, try to snag all the Chaos Emeralds, and discover the real ending. There's enough here to satisfy a range of players.

Who's Hogging the Genesis?

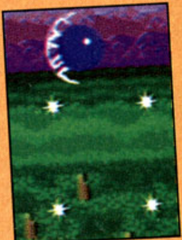
Okay, so maybe you're secretly wishing that hedgehogs were extinct. But when you've got a good thing going, there's no reason to give up on it. Sega's taken that motto to heart, and as long as they enhance every Sonic sequel to make it a winner, there's no reason to stop. This 'hog's gonna take the blue ribbon at the state fair...and probably in this year's gamecart sweepstakes, as well. G

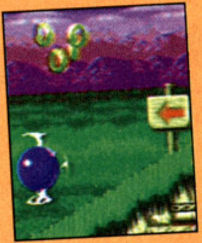
Shield Power

Sonic's new collection of shields give him special powers:

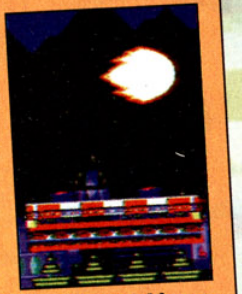


Sonic can use the Bubble Shield to activate a special Bounce Attack.

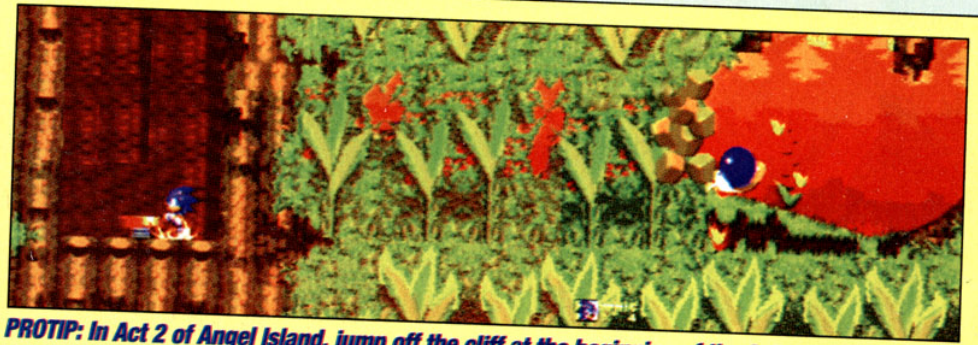




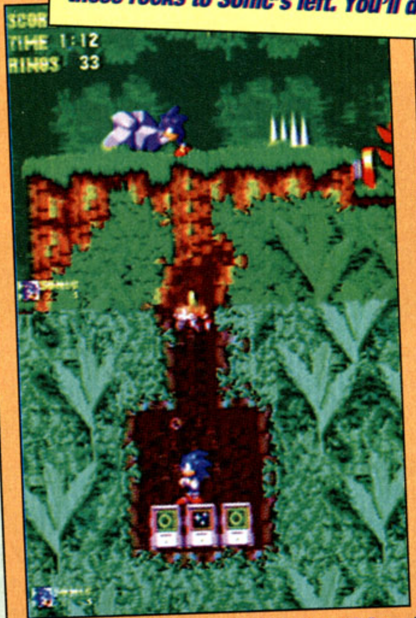
The Electric Shield boasts a high-voltage attack that fires electric enemies. It also attracts Rings with its magnetic powers.



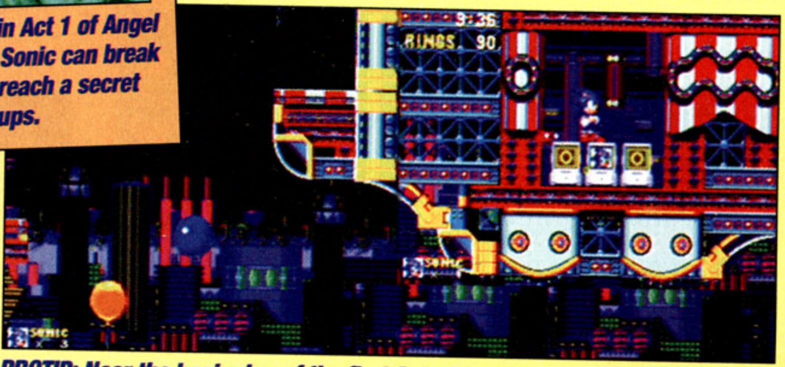
The Fire Shield powers up a zinging special Fire Dash move.



PROTIP: In Act 2 of Angel Island, jump off the cliff at the beginning of the Act and bust through these rocks to Sonic's left. You'll discover a hidden room with a Special Stage Ring inside.



PROTIP: Push this rock in Act 1 of Angel Island to the left. Then, Sonic can break a hole in the ground to reach a secret cave that hides power-ups.



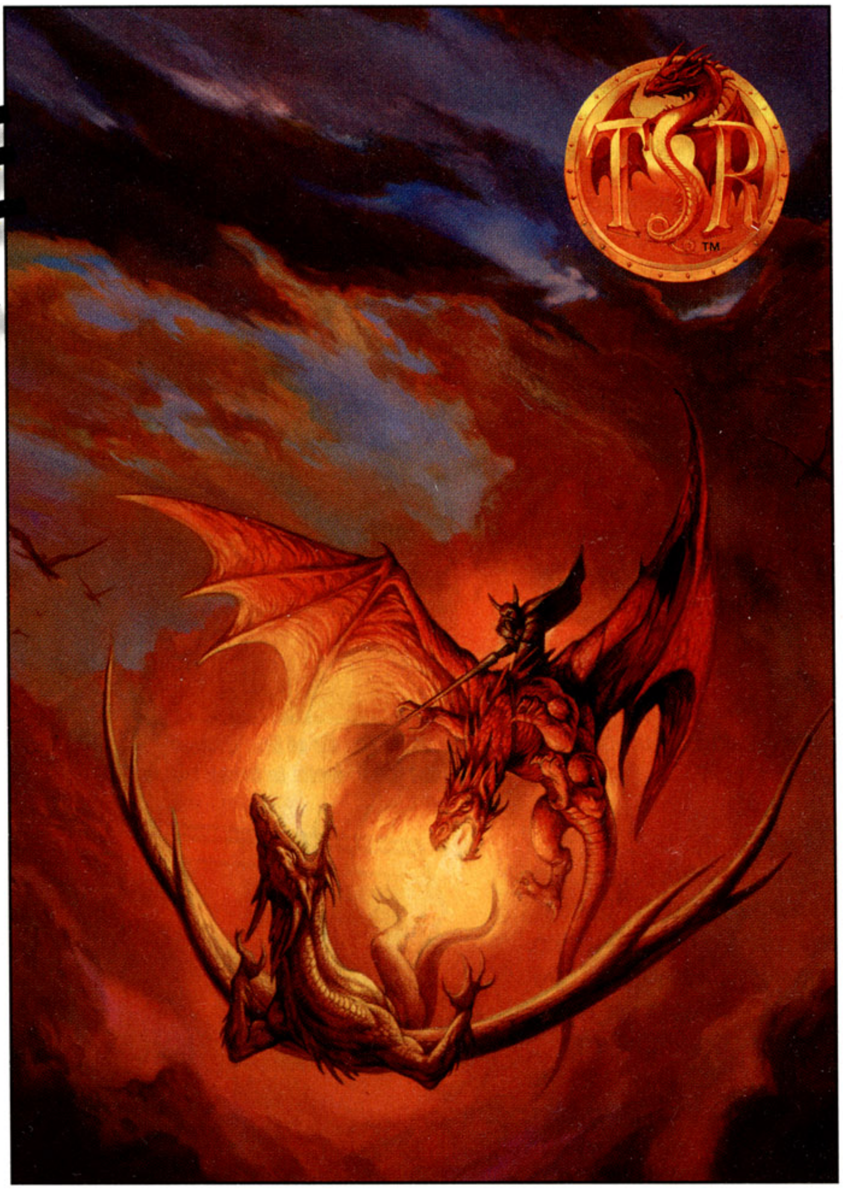
PROTIP: Near the beginning of the first Act of the Carnival Night Zone, you discover these yellow and blue balloons. Bounce off them and up to the right to reach a secret room with a 1-up and two Ring Monitors.

AN OFFER TO
IGNITE
YOUR IMAGINATION

This stunning "Dragons" collector's edition wall poster is yours FREE from TSR, Inc., creators of the world's most popular adventure game system!

To receive your 21"x31" "Dragons" poster, simply fill out the coupon below and mail it along with a check or money order for $.75* to cover shipping/handling costs to:

TSR, Inc.
Attn: TSR "Dragons" Poster Offer
P. O. Box 756
Lake Geneva, WI 53147



—SPECIAL LIMITED TIME—

TSR "DRAGONS" POSTER OFFER

Please send me the "Dragons" wall poster as advertised.
I understand this is a "no strings attached" offer.

Name ____

Address ____

City ________________________ State ______ Zip Code __________

I am interested in receiving additional information about TSR adventure games and books:

☐ **Yes** ☐ No

* Make check or money order payable to TSR "Dragons" Poster Offer.
For orders outside the U.S., send $1.50 U.S. funds only.

Please allow 6-8 weeks for delivery. Offer valid through April 30, 1994.
Requests that do not include the shipping/handling fee will not be processed.
Limit one poster per name, address or organization.
This coupon must accompany request.

Code Number 1

The TSR logo is a trademark owned by TSR, Inc. ©1994 TSR, Inc. All Rights Reserved.

By Slasher Quan

Konami sought to bare its Genesis fangs with the debut of its longest-running and most critically acclaimed series of all time, Castlevania. Mournfully, veteran vampire hunters will find that Castlevania suffered a heavy loss of game play, as well as visual and audio appeal, during the jump from the immortal SNES version, Super Castlevania IV.

Descended from Greatness

The continent: Europe. The date: June 1914. The evil: Dracula.

The immortal Count's niece, Elizabeth Bartley, has been resurrected. Elizabeth's no stranger to blood-letting, having slain more than 800 young women in her 15th century vampiric heyday. Secretly she precipitates the assassination of Archduke Ferdinand in Sarajevo, touching off World War I. She plans to use the souls of the slaughtered bodies from the war to bring her uncle back to life. Gruesome, eh? Would this kind of story line ever appear in a Nintendo game?

Genesis Game ProFile

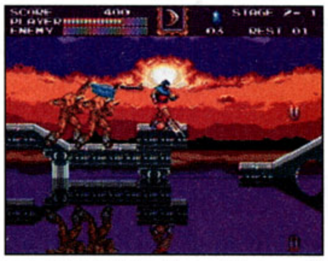
Castlevania Bloodlines

(By Konami)

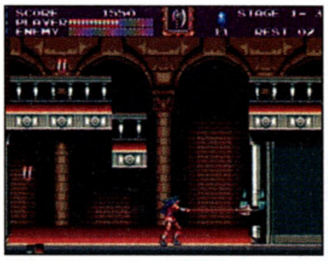
The Count and his undead cohorts lead you on an acceptable chase, but if you've got Castlevania bloodlust, Bloodlines will freeze your heart.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	3.5	ADJ. Adjustable

Price not available	1 player
8 megs	6 stages
Available now	Side view
Action	Multi-scrolling

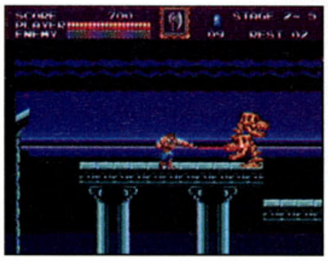


The fate of Atlantis and the world is in your hands.



PROTIP: The tip of Eric's spear must touch walls to break blocks.

Out for the Count's blood are John Morris, a descendant of the great Simon Belmont, and Eric Lecarde, a vengeful young lad who lost his girlfriend to Elizabeth's carnage. The only thing that stands between them and the Count are six levels of Castlevania mania.



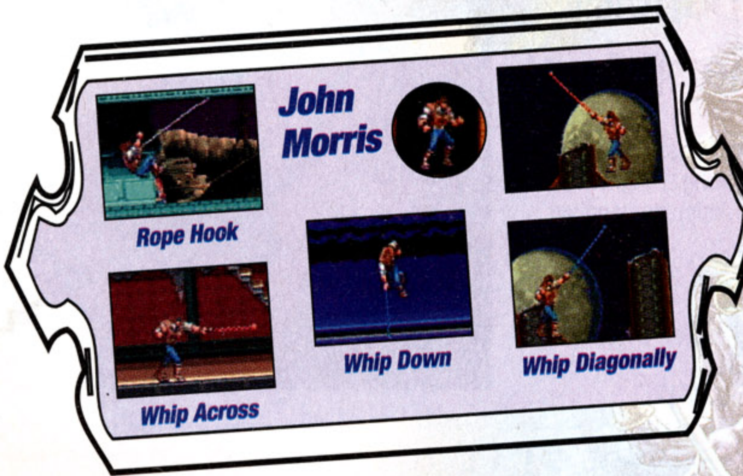
PROTIP: The skele-dragons only turn around if you hit them.

Fearless Vampire Hunters

One of Bloodlines' more unique features is your ability to play as either John Morris or Eric Lecarde. Morris packs the familiar whip. He can strike horizontally or diagonally, and he has the ability to rope-hook the ceiling and swing across. Lecarde carries a versatile spear, which can strike horizontally or vertically, and it can also be used to attack surrounding enemies in a cool back-and-forth motion. Lecarde's also got a Spear High Jump, which resembles the Super Squat Jump from Super Mario Bros. 2.

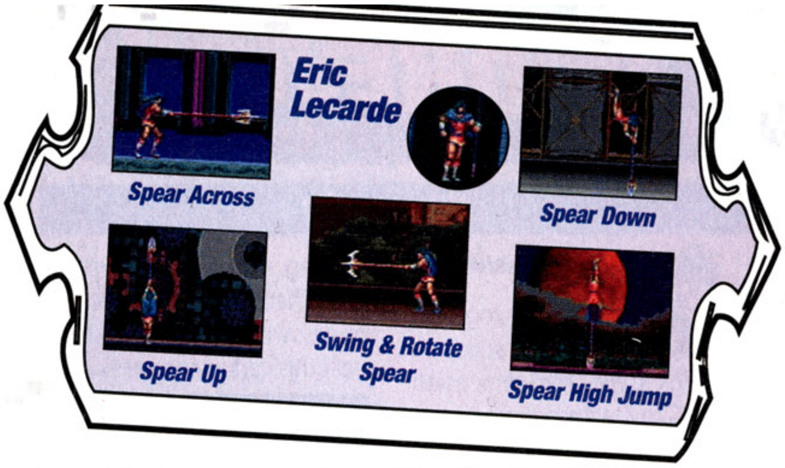
The format of game play is identical to the classic NES carts. You run and jump over platforms, whipping any undead creatures that stand in your path as you hunt for the final boss monster. The power-up weapons are the usual: Boomerang, Axe, and Holy Water. In Bloodlines, if you pick up a weapon more than once, you increase its strength. Unfortunately, some of the best power-ups from the previous games are now missing (such as the Shot Multiplier, the Pocket Watch, and the Dagger).

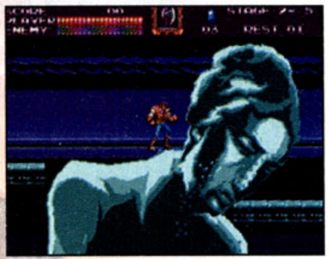
Due to the limited continues, Bloodlines is more challenging than its predecessors,



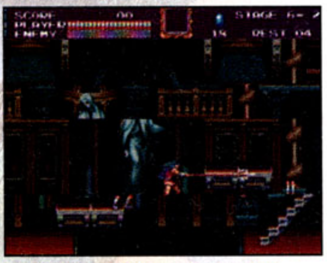
Vania®
ODLINES

even though it has only half the levels of other Castlevanias. Replays can be infuriating, since you must enter the entire icon-based password every time you lose a game if you wish to conserve the precious continues.

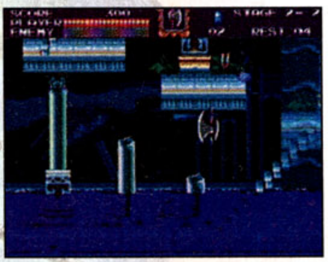




PROTIP: Whip this giant head to open a path.



PROTIP: In this weird multi-scrolling room, watch the placement of your feet to calculate the jumps.

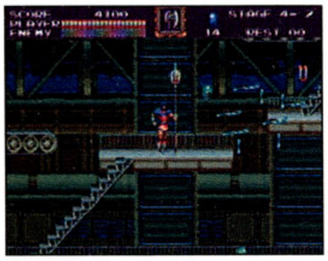


PROTIP: In Level 2, you can walk underwater, but don't let the screen drag you or you'll take a hit.

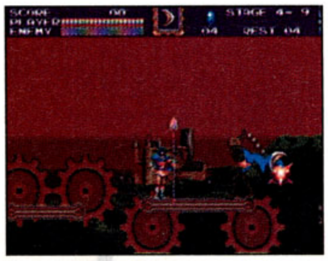
Haunted Graphics and Sounds

Bloodlines' graphics look like they've risen from the 8-bit grave. The sparse colors and small sprites have all the quality of an NES game. The small characters and somber, often limited backgrounds leave you wanting more. However, the cart does have some cool effects and big, bold scenery in places, such as the giant collapsing skull bridge, the upside-down room, and an innovative multi-scrolling technique that moves the platforms at different speeds.

While the music and sounds are pretty good by Genesis standards, they are a definite downgrade from the orchestral, near-CD quality of Castlevania IV's SNES audio. For Castlevania fans, it's a downer.



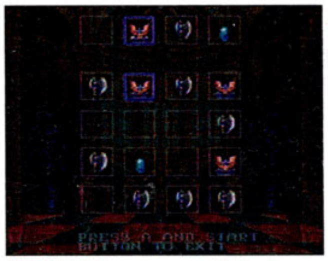
PROTIP: The skeletons regenerate in the Munitions Factory.



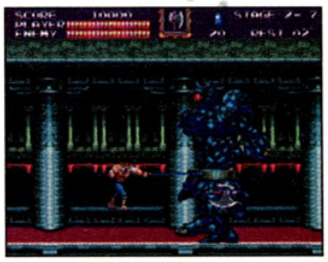
PROTIP: To defeat these eye-patch soldiers, keep your distance and throw Boomerangs.

Simon Wouldn't Be Proud

The ghost-hunting, undead-busting action in Castlevania satisfies the average bloodlust, but for Castlevania crazies it's more of a sip than a gulp. Missing in Bloodlines are Castlevania IV's more refined whip techniques: using your whip as a shield, whipping in eight directions from any position, and ample opportunities to swing from your whip. Also, Bloodlines has only two warriors; even Castlevania III for the NES had four. Additionally, in III you could swap between characters in mid-stage, and that's not possible in Bloodlines.



PROTIP: Be very careful when you copy down passwords. Try devising an A–D and 1–4 grid and coding each entry on the grid. That way you can write passwords down by hand.



PROTIP: Hit the Level 2 boss from below with axes and your whip to cut him down to size. Use the slowdown to your advantage and dodge the falling rocks.

Down for the Count

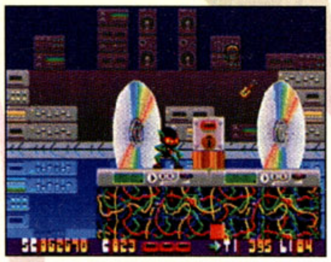
Bloodlines is a satisfactory action cart, but it belongs in the lower reaches of the Castlevania lineage. One wonders how Konami could make games so perfect in heart, body, and soul as Castlevanias I through IV, and then drive a stake through the Genesis version. The Bloodlines run dry. G

By King Fisher

The evil Krool has overtaken seven worlds in the "Nth" dimension, and Gametek has armed you with a new hero to rescue them. Enter Zool, Ninja of the Nth Dimension and interstellar freedom fighter. As Zool, you must battle through 28 levels of gut-wrenching action. Be prepared to master all of Zool's skills, 'cuz you'll need 'em to survive!

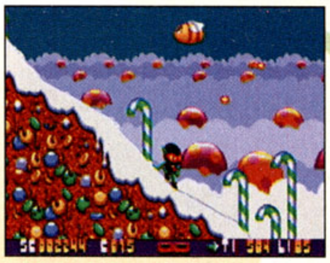
Nth Ninja Action

Zool is a slick, side-scrolling action game that gives you a solid dose of arcade-style fighting, even at the easiest setting. There are no save options or passwords, so you must beat this cart in one session.

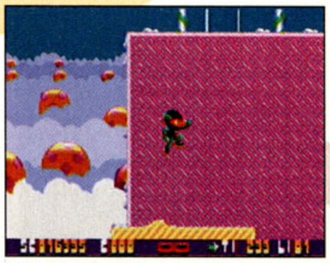


PROTIP: Restart points enable you to continue from that particular location. Be sure to hit every Restart you find, but also keep in mind that you want to activate a Restart that's as close to the end of a level as possible.

You fight a weird army of enemies that changes in each world, and then you fight the usual end boss. Zool's movements are fluid and fast. They're easy to master, and master them you should, since enemies must be destroyed in different ways. You simply zap some head-on, while you jump on others. Zool blasts energy bolts, swings blades for a spinning mid-air attack, and doubles his firepower with a spectral body double. Overall, the controls are right on.



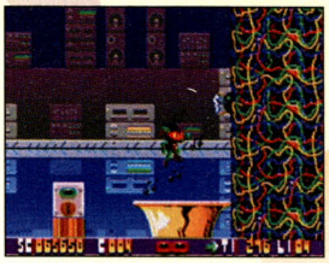
PROTIP: When Zool slides down a slope in the Sweet World, make him fire straight out to destroy any Humble Bees directly in his path.



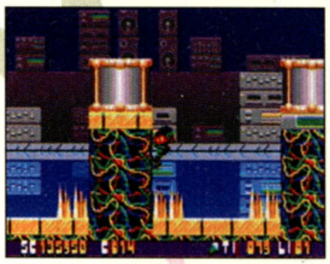
PROTIP: Climbing up these blocks is impossible, but sometimes if you wait, a bubble bounces you up to the next level.

Dash with Flash

A techno jam session best describes Zool's sounds and music. It tends to get repetitious, however, and you may want to turn the volume down. At least each world has its own sound effects and musical scores.



PROTIP: Having trouble getting to an overhead location in the Music World? Ride up on the horn's musical notes.

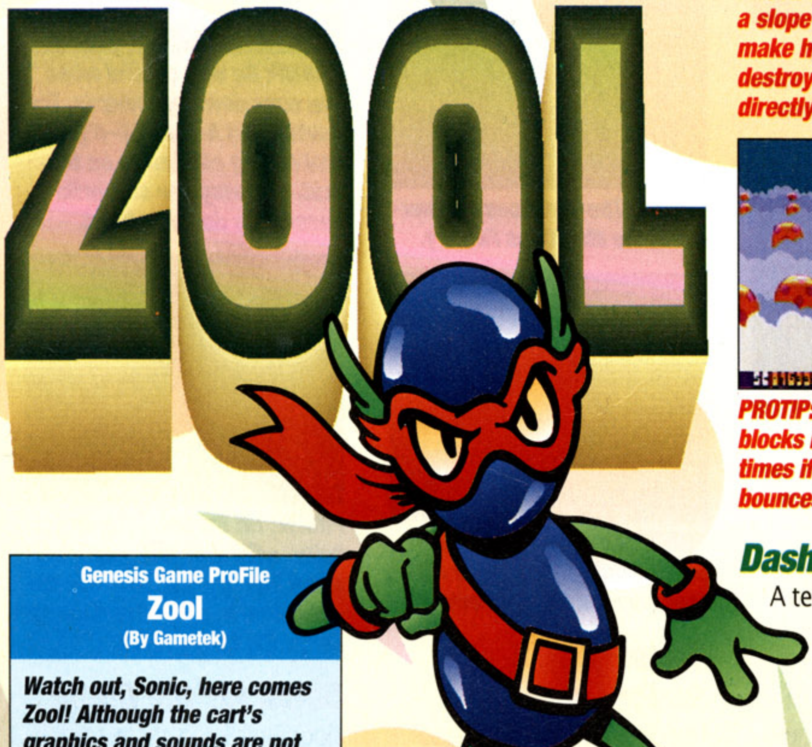


PROTIP: When you come across any pit, climb over the ledge to see what awaits you below.

Zool's graphics are attractive – sharp and colorful. While all of its visuals are eye-pleasing, some backgrounds might give you the impression that Zool is a kid's game, especially the sugar-coated candy land. Don't fret. This mean cart will turn your knuckles white!

Zool's Cool

Zool challenges all comers, from beginners to hard-core hack-n-slashers. If you're looking for a cart with thumb-numbing action to whip you into a gaming frenzy, Zool takes you to school. G



Genesis Game ProFile

Zool

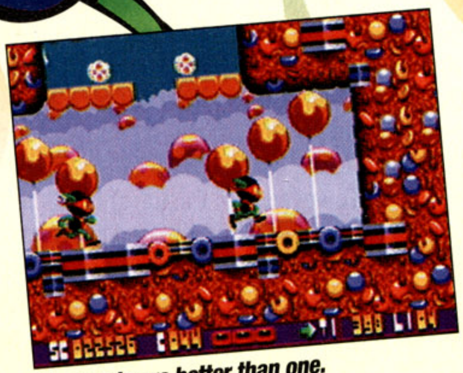
(By Gametek)

Watch out, Sonic, here comes Zool! Although the cart's graphics and sounds are not as refined as Sonic's, this speedy ninja's got style as he accelerates through levels and jams past obstacles in fierce fighting action.

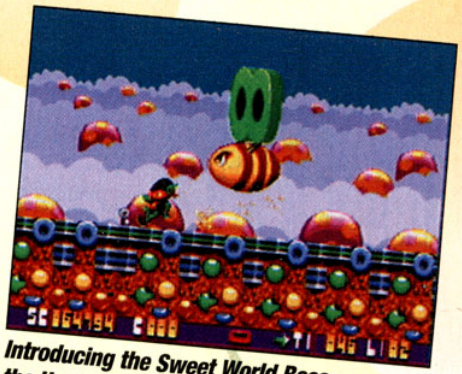
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	ADJ. Adjustable

$59.95
8 megs
Available February
Action/adventure

1 player
28 levels
Side view
Multi-scrolling



Two Zools are better than one.



Introducing the Sweet World Boss – the Hum-Bug.

ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.

The blood-thirstiest aliens in the universe have landed and your job is to stop them in their six-toed tracks. (In Texas parlance, that's kick some alien butt.) It won't be easy. You'll have to blast them with their own artillery. But before any shooting begins in Texas, we had to do a little shooting of our own — in Hollywood. For the first time ever, an entire movie was shot for the sole purpose of making the ultimate interactive game. Then we digitized the whole thing. The result is a game where every decision you make changes the action every time you play. Ground Zero, Texas is so realistic that it will probably revolutionize the way games are made in the future. If there is a future. That's up to you, partner.

Available for Sega CD.

SEGA
SEGA CD
GROUND ZERO
TEXAS

Commence 5 levels of extraterrestrial-bashing. It's all live action with live actors. At least they're alive when you start.

View action through Battlecams armed with plasma disrupter particle beams. Messy but effective.

SONY
IMAGESOFT

(sure, it's just a game.)

Clues lead you to the invader's arsenal. Careful, Ace. One wrong move and you'll blow it...and the whole town!

Agent DiSalvo clues you in to the whereabouts of a laser cannon. Find it, vaporize the mothership and save the human race from becoming sushi.

Digital Pictures

Ground Zero, Texas TM is distributed by Sony Imagesoft, 2100 Colorado Avenue, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Co. © 1993 Sony Electronic Publishing Co. Ground Zero, Texas TM produced by Digital Pictures, Inc. for Sony Imagesoft. Computer code © 1993 Digital Pictures, Inc. Sega and Sega CD are trademarks of Sega Enterprises Ltd. All rights reserved.

PROREVIEW

Genesis

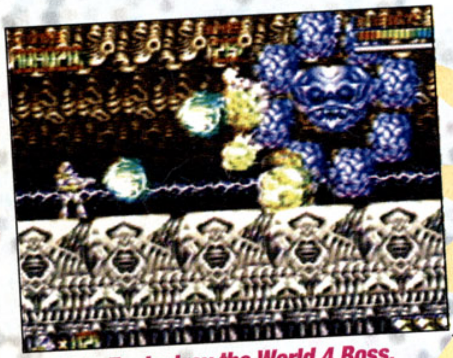
MEGA TURRICAN

By Scary Larry

Mega Turrican's a shoot-n-scoot bonanza that delivers a tough blast-em-up with great sounds and fast-scrolling graphics.

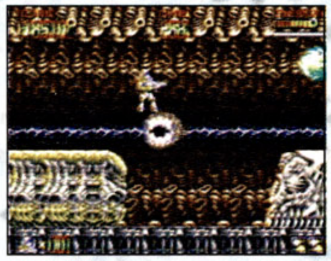
If the Shoot Fits

You're Bren McGuire, a Freedom Forces fighter who answers the desperate cry for help from a young girl, whose planet is being overrun by the Machine. Don your Turrican Assault Suit and charge headfirst into battle.

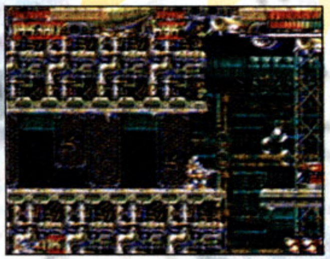


PROTIP: To destroy the World 4 Boss, use all your Smart Bombs, then jump and shoot at his exposed face.

Your Turrican is equipped with a gun and a Plasma Rope. The gun can be powered up to a Multiple Shot Cannon, an armor-bustin' Laser, or a Rebound Gun, which fires shots above and below you. The Plasma Rope swings you onto hard-to-reach ledges, where you'll find weapon power-ups, extra lives, and health hearts.



PROTIP: To clear seemingly endless gaps in World 4, jump on these rotating mouths.



PROTIP: In the Underwater stage, be careful of the bubbles that the Crabs spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

Genesis Game ProFile

Mega Turrican

(By Data East)

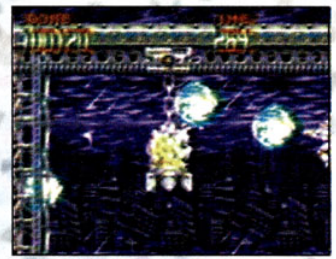
Quick but blurry graphics and fast-paced action come together smoothly in this thumb-blistering side-scroller. It's sure to knock the shoot out of you!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	INT. Intermediate

$59.95
8 megs
Available March
Action/adventure

1 player
15 levels
Side view
Multi-scrolling

Why the maximum artillery? Because the Machine isn't kidding around, and it's guarded by deadly robots, electric eels, Turrican-crushing machines, and more. You weave through a bio-lab, an underwater mutant factory, a desolate war-ravaged landscape, the Queen's Alien dungeon, and finally to your battle with the Machine.

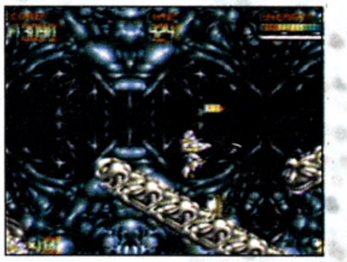


PROTIP: World 3 is chock-full o' bosses. The best remedy is to use your Smart Bombs right away on the bosses, and then shoot. To knock off the last boss, aim for the crane.

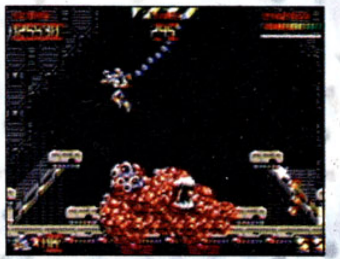
The graphics in Mega Turrican are sometimes hard to see, sometimes repetitive, but never slow. The bosses are big-screen hogs, and some of the levels (like the Alien Dungeon) are very nicely drawn.

The sounds and music are topnotch, pushing the envelope of the Genesis' sound capabilities. Every blast, every explosion, and all weapon power-ups (which are announced by voice) are sure to rock your speakers.

The controls are primo. Since the game automatically switches weapons for you every time you pick up a weapon sphere, all you really have to do is shoot and avoid obstacles. Using the tricky Plasma Rope takes some practice, but you really need the Rope to find hidden areas and power-ups.



PROTIP: Jumping on the Alien egg pods will destroy them quicker than shooting them.

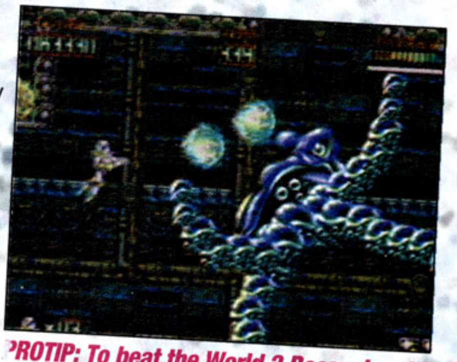


PROTIP: To beat the World 1 Boss, shoot at the cluster of eyes that appear on the monster's body. If the eyes move to the other side of the body, swing over to that side and shoot from there.

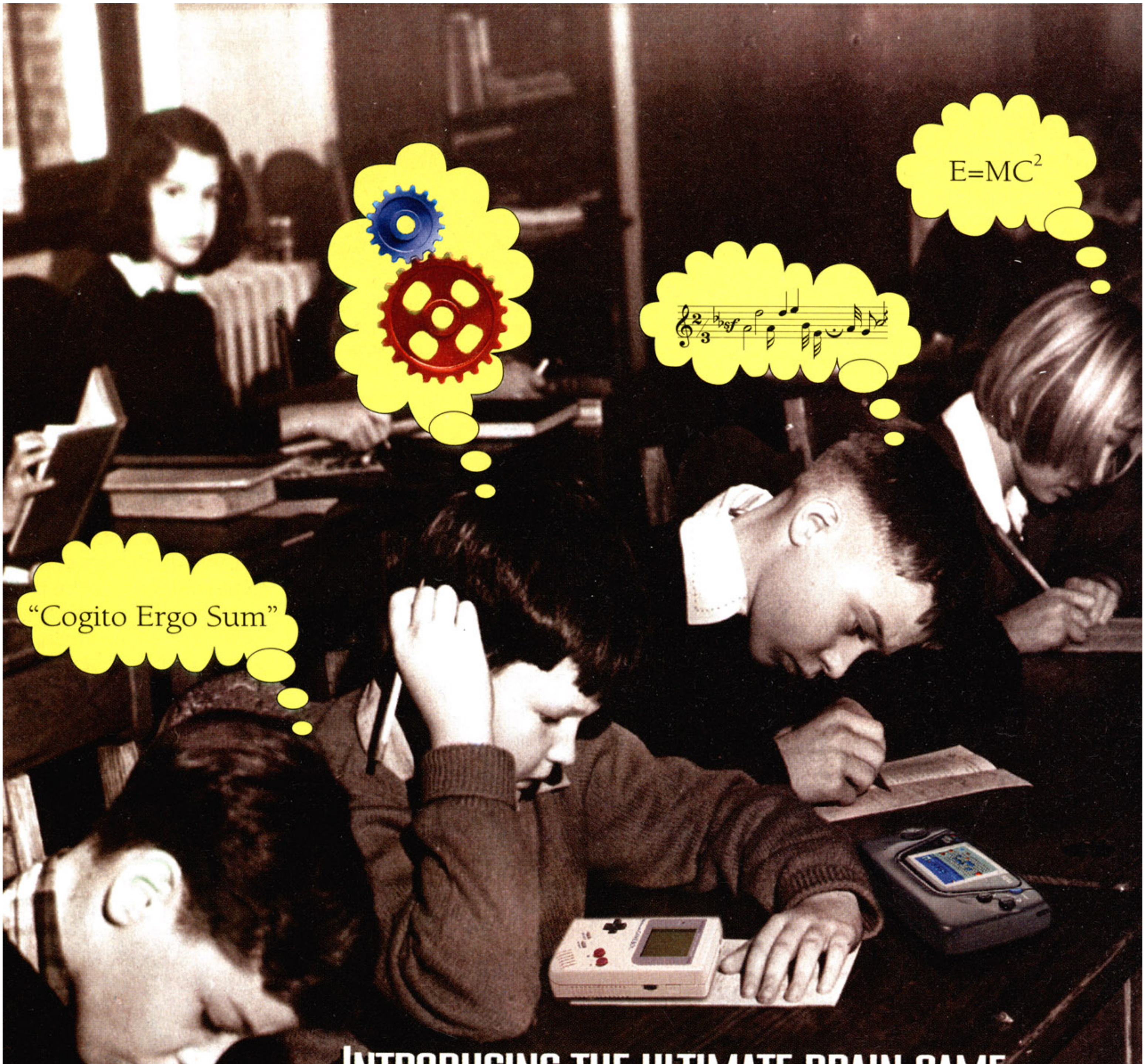
Gunned 'n Roasted

Mega Turrican lays down mega-action, even though play-through should be a mild task for intermediate gamers. The bosses never really pose much of a challenge, and the screen-clearing Smart Bombs make short work of the levels.

Just stay on your toes, keep the pedal to the metal, and your rendezvous with the Machine will come quicker than you cared for. G



PROTIP: To beat the World 2 Boss, aim at his eyes, and be careful around his tentacles. It sometimes seems as if he's going to rush you, but stand your ground and he may turn around at the last moment.

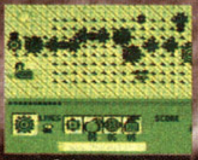


INTRODUCING THE ULTIMATE BRAIN GAME

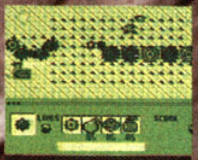
Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.™ It takes seconds to learn but a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.™

GEAR WORKS
SEGA
GAME GEAR
GAME BOY



Solve over a hundred puzzles as you connect gears in a race against time and friction.



Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.

Blast pesky gremlins determined to rust and break off the teeth of your gears.

Use high impact explosives to blow up incorrectly placed gears.

SONY
IMAGESOFT™

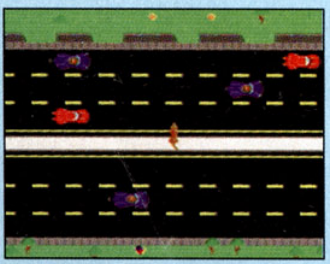
Gear Works™ distributed by Sony Imagesoft, 2100 Colorado Avenue, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. ©1993 Sony Electronic Publishing Company. Gear Works is a registered trademark of Sony Electronic Publishing Company. Beavis and Butt-Head ©1993 MTV Networks. All rights reserved. Tetris™ and ©1987 V/O Electronorgtechnica ("ELORG"). Tetris licensed to Bullet-Proof Software and sub-licensed to Nintendo ©1989 Bullet-Proof Software. ©1989 Nintendo. All rights reserved. Original concept, design and program by Alexey Pazhitnov. Nintendo, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Sega and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved.

By Manny LaMancha

Action 52 shoehorns 52 different games into one cartridge. Active Enterprises promises the games are "new and original." While you can debate both claims, you mostly get a batch of games that appear to have been programmed in a college course.

Lights, Camera, Action 52!

Even with the card-deck of titles on hand, you won't find much that makes you feel like you got a bargain.

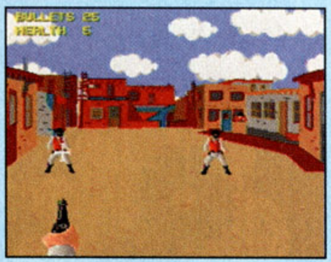


PROTIP: When you're playing Freeway, keep your dog near the center of the screen as much as possible. This gives you the maximum response time for vehicles coming from either side.

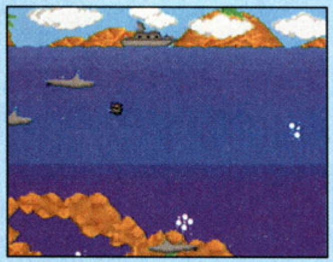
Obviously the programmers had to cut corners to cram 52 games into one cart, and it shows. Much of the software looks like first-generation NES or Atari 2600 games (one game, 1st Video Game, is just a remake of Pong). While some of the titles try to use advanced visual effects like multi-plane scrolling to add the illusion of depth, it looks like two pieces of paper sliding on top of each other. Most playfields are very flat, and the character animation and backgrounds are uninspired.

In a similar memory-saving move, most of the games duplicate sound effects or use rudimentary audio. A flying jet is accompanied by static as engine noise. A driving game offers monotonous squealing around corners.

Overall, the music fares better, with some nice, though repetitive, stereo in spots. Of higher quality is the voice that announces the level in each game. Some of Sega's licensees could learn from Action 52's clean, digitized vocals, though they get redundant.



PROTIP: In Billy Bob, any part of the cross hairs touching an enemy when you fire scores a hit. This gives you a lot of leeway in shooting.



PROTIP: In the Depth Charge game, concentrate on the ships coming from the left. The ships on the right can trap you against the screen edge.

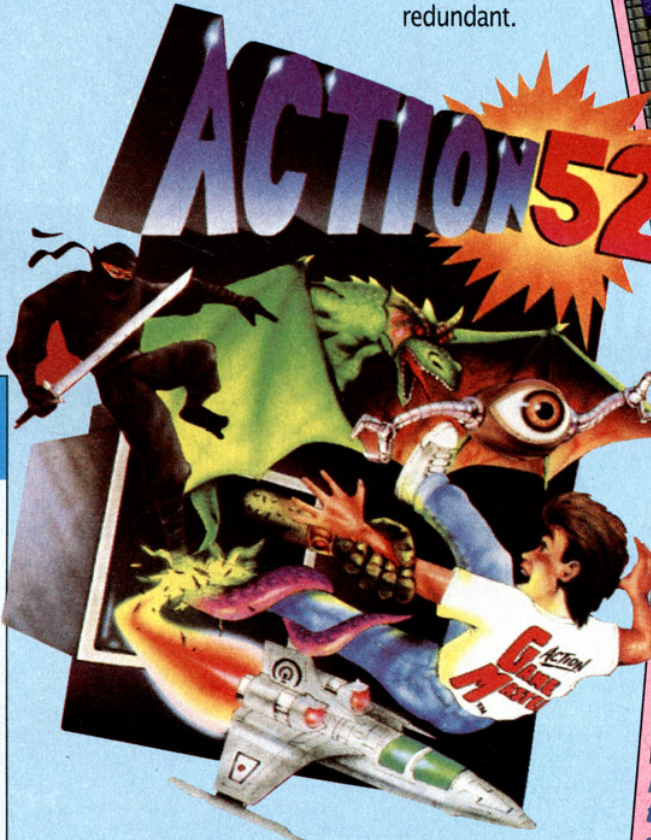
Take 52

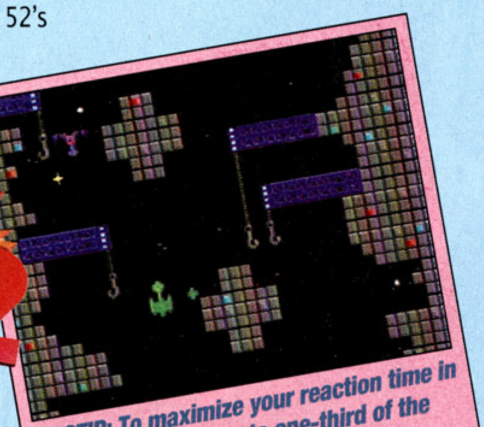
The controls are the worst. For example, in Star Ball, with its featureless pinball table, you can't tell when the ball has touched the flipper, so it rolls right by. This and numerous other examples add to Action 52's low-quality feel.

Granted, there are some intriguing games, such as Darksyne, Freeway, and Bonkers. However, most of the games appear to have been thrown together without much concern for quality or fun.

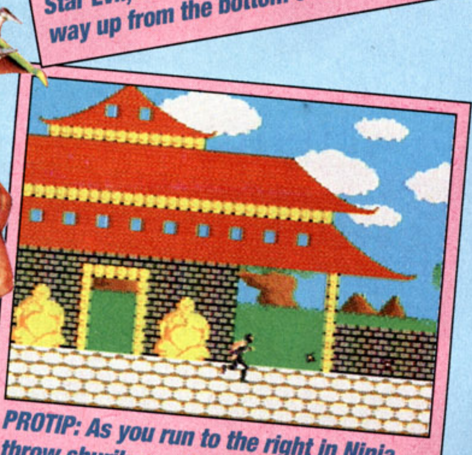
52 Pickup?

It's not likely you'll find Action 52 at your local software store, because non-licensed products like this are pretty rare. Where you'd likely see it is in a rental location, and it might be worth the couple of bucks to give this cart the once-over. Beyond that, Action 52's a has-been. G





PROTIP: To maximize your reaction time in Star Evil, stick close to one-third of the way up from the bottom of the screen.



PROTIP: As you run to the right in Ninja, throw shurikens ahead of you to eliminate any approaching threats.

Genesis Game ProFile

Action 52

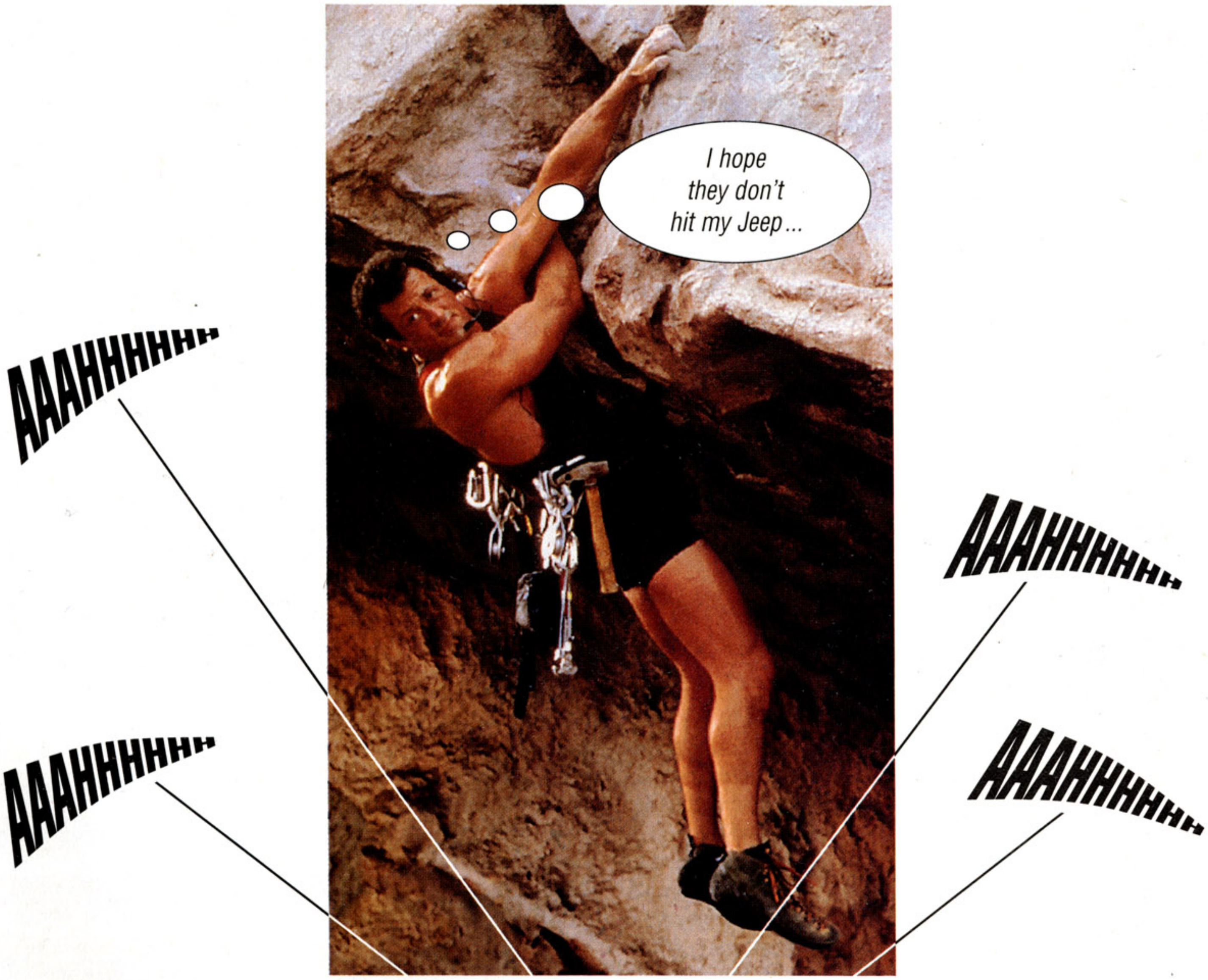
(By Active Enterprises)

When does more give you less? When you cram 52 sub-par games into one cartridge. Though there's some entertainment value here, most of the games are weak.

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.5	2.0	1.5	ADJ. Adjustable

Price not available
Available now
Multi-cart game
2 players

Varying perspectives
Multi-scrolling
Limited lives



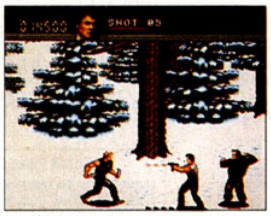
CLIFFHANGER™

SONY IMAGESOFT

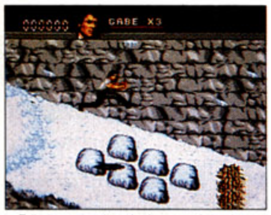
(sure, it's just a game.)

"Cliffhanger could send gamers over the edge."– Gamepro, October 1993

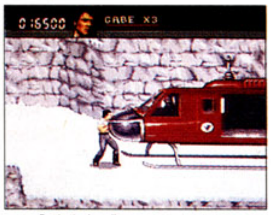
"Non-stop, pulse-pounding adventure that won't give you a break."– Electronic Gaming Monthly, October 1993



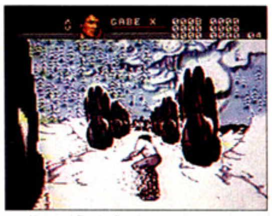
Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain–the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin...before he turns you into a blood-flavored slushee.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

Available for all Nintendo® and Sega™ systems.

CLIFFHANGER distributed by Sony Imagesoft, 2100 Colorado Avenue, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. ©1993 Sony Electronic Publishing Company. CLIFFHANGER is a trademark owned by CLIFFHANGER B.V. and used by Sony Electronic Publishing Company under authorization. All rights reserved. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. ©1991 Nintendo of America Inc. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Jeep is a registered trademark of Chrysler Corp.

PROREVIEW

Genesis

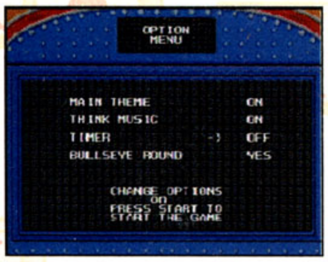
FAMILY FEUD

By Manny LaMancha

Family Feud by Gametek has all the queries of the TV game show – all it's missing is the kiss on the cheek for all the female members of the family.

Fortune and Family

Pitting two families against each other, the bottom line of Family Fued is to answer intriguing questions like "What animal do people most sound like when they laugh?" The opposing family can be played either by the computer or by another player.



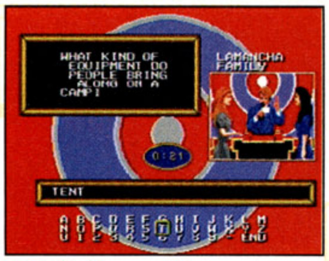
OPTION
MENU

MAIN THEME ON
THINK MUSIC ON
TIMER -) OFF
BULLSEYE ROUND YES

CHANGE OPTIONS
ON
PRESS START TO
START THE GAME

PROTIP: Turn off the timer to get additional seconds (or minutes) to answer questions.

Game play is simple: Just punch in the answers one letter at a time (some spelling skill is required). This may take the game out of the hands of younger players, but light spelling mistakes and answer variations are forgiven. Gametek has made the control-pad twiddling as easy as possible.



WHAT KIND OF
EQUIPMENT DO
PEOPLE BRING
ALONG ON A
CAMP?

LAMANCHA
FAMILY

0:21

TENT

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END

PROTIP: If a question pops on-screen and you know the answer before it's fully appeared, hit the button and get a head start over the other player.

Family Feud (By Gametek)

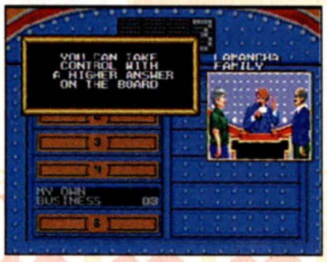
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	3.5	INT. Intermediate

$59.95
4 megs
Available now
TV quiz show

2 players
Viewer perspective
Passwords

Though the music leans toward the cheesy side, it does match the theme and "thinking" tunes you hear on the home screen. Voice samples that say "Bulls-eye!" and "Number one answer!" are very clean, but soon become old hat.

If there's any complaint, it's that the computer doesn't always interpret your answers well enough, and some answers are just plain goofy. To the question "What would you sit down and enjoy at home?", I would answer "Television." Sitting and enjoying an aquarium isn't what I had in mind. In another, the answer "Eating with hands" doesn't work, but "Eating with fingers" is a winner.



YOU CAN TAKE
CONTROL WITH
A HIGHER ANSWER
ON THE BOARD

LAMANCHA
FAMILY

PROTIP: When you reach the Fast Money Round, you can use Button C to pass on a question and return to it later. That will help you get through the easier questions first.

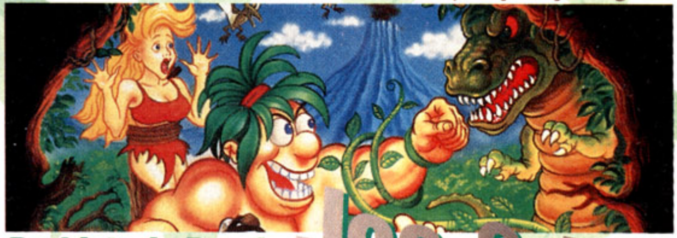
Survey Says?

You won't find thumb-busting action in Family Feud, but if the quiz biz is your cup of tea, Family Feud will fill your glass. **G**

Joe & Mac

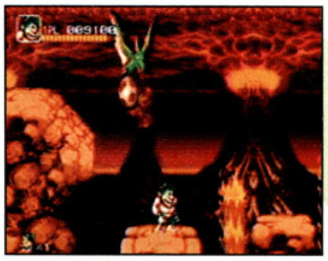
By Bonehead

It took awhile, but Joe and his cave-buddy Mac have finally made it to the Genesis. If you played the arcade original or Data East's fun SNES version in 1992, you'll recognize Takara's enjoyable, but familiar, peek into the prehistoric past.



Prehistoric Pranks

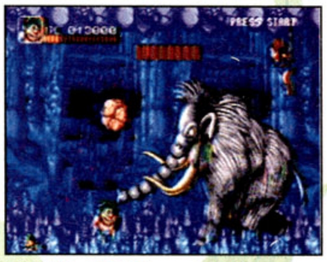
Fans of the SNES game will like this Joe & Mac, which has very similar game play. Armed with various weapons, our two shirtless heroes hop-n-bop through five zones of prehistoric wilderness looking for their kidnapped cave babes.



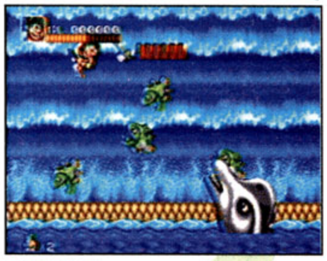
PROTIP: Don't bop these Pteradactyls until they're positioned to drop their Eggs onto solid ground.

Your projectiles fly faster than they did on the SNES, but you'll wish the boys could run to evade monsters or grab the special items before they disappear. Still, you'll have a pretty easy time of it, especially in the entertaining two-player mode.

You'll probably recognize the sounds and graphics, too. The familiar music bounces happily along to keep the mood light, and the sound effects are as comical as they were on the SNES. The game has the same bright technicolor backgrounds, though there's more multi-scrolling, and more enemies are on the screen at one time.



PROTIP: This Mammoth throws rocks OVER you, so don't jump up into them. When you knock off his trunk, he quickly charges.



PROTIP: Bounce on the fish coughed up by this sea monster, and fling your weapons at the top of its head.

Ancient History

If you admired the previous versions, you'll get a kave kick out of this one. On the other hand, if you wondered what all the fuss was about when these lightweight cartoon cavers first hit the screen, you'll ask why Takara created such a similar game. It's fun, but this style of game is gradually going the way of the dinosaur. **G**

Joe & Mac (By Takara)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ. Adjustable

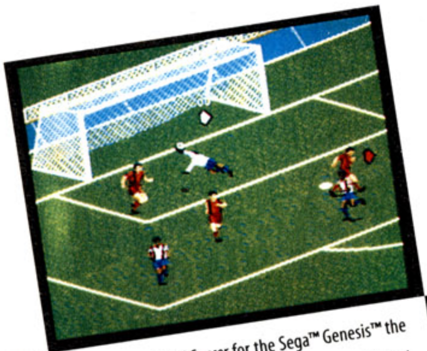
$59.95
8 megs
Available January
Action/adventure

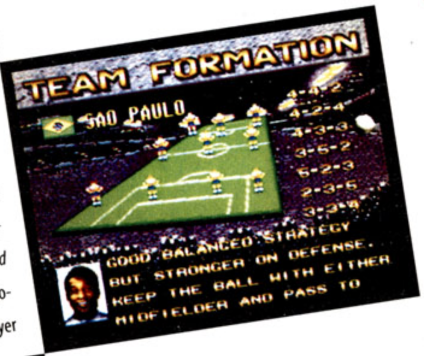
2 players
15 levels
Side view
Multi-scrolling

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

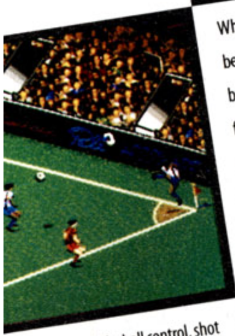
Then It Hit Me."

ACCOLADE
GAMES WITH PERSONALITY

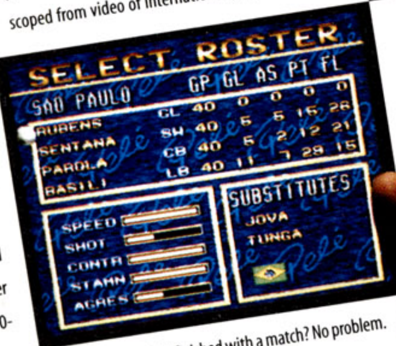




BALANCED STRATEGY
GOOD BALANCED STRATEGY BUT STRONGER ON DEFENSE. KEEP THE BALL WITH EITHER MIDFIELDER AND PASS TO



What makes *Pelé! Soccer* for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert. Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. *Team Logic,* which makes players move *toward* passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pelé did the research. *To order, head to your favorite retailer. Or call 1-800-245-7744.*

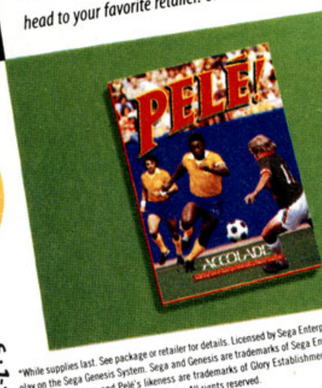


SELECT ROSTER

SÃO PAULO		GP	GL	AS	PT	FL
RUBENS	GL	40	0	0	0	0
SENTANA	SH	40	5	5	15	28
PAROLA	CB	40	5	2	12	21
BASILI	LB	40	11	7	29	15

SPEED
SHOT
CONTR
STAMN
AGRES

SUBSTITUTES
JOVA
TUNGA



FREE Soccer Ball With Every Purchase!*

PLAYERS·1-2·PLAYERS·1-2

*While supplies last. See package or retailer for details. Licensed by Sega Enterprises Ltd. for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Pelé, Pelé's signature and Pelé's likeness are trademarks of Glory Establishment used under license by Accolade, Inc. © 1993 Accolade, Inc. All rights reserved.

CALL GAMEPRO'S HOT TIPS HOTLINE!!

1-900-860-TIPS

CALLS AVERAGE THREE MINUTES IN LENGTH AND COST $.99 A MINUTE. TOUCH-TONE PHONE REQUIRED.

OPTION 1

GET A CLUE

The ***Hottest*** Weekly tips for your favorite system!

OPTION 1	**NINTENDO** **1 TIP**
OPTION 2	**SUPER NINTENDO** **3 TIPS**
OPTION 3	**SEGA GENESIS** **3 TIPS**
OPTION 4	**HAND HELD GAMES** **3 TIPS**

OPTION 2

HIT US WITH YOUR BEST TIP

Leave or pick-up some of the ***best*** tips from the most serious gamers around!

OPTION 1	**NINTENDO**
OPTION 2	**SUPER NINTENDO**
OPTION 3	**SEGA GENESIS**

OPTION 3

SLAMMIN'

16-Bit Tip of the Week

OPTION 4

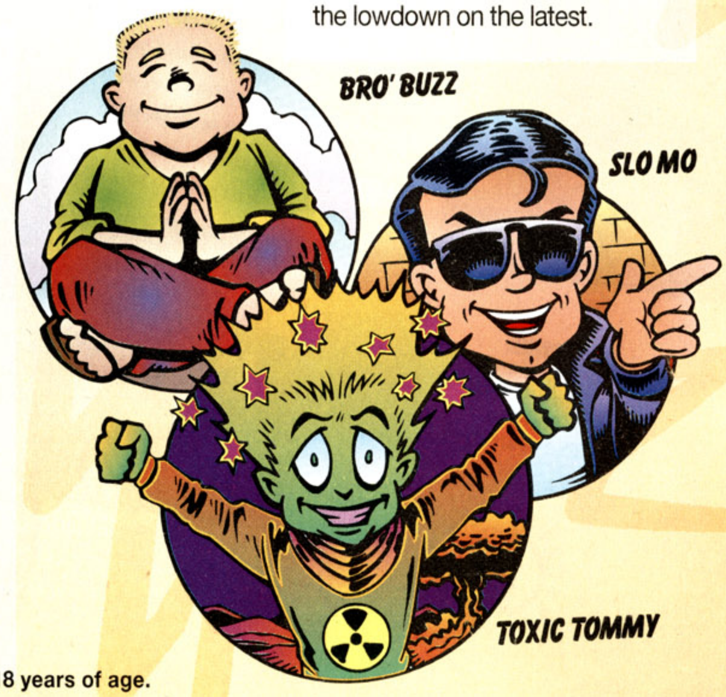
GAME GOSSIP

All the news that's fit to print!

OPTION 5

HOT SHOTS

Let your favorite editors give you the lowdown on the latest.



Be sure to get your parents' permission to use the Hotline if you are under 18 years of age.

PROREVIEW

Genesis

Fido Dido

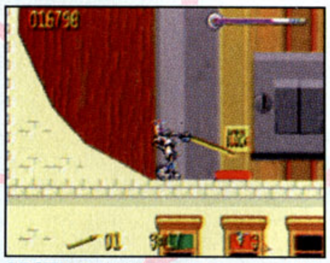
By Boss Music

The wiry character Fido Dido – best known for his Sprite commercials – has made an unexpected return to the public eye in a spoofy, puzzle-heavy side-scroller from Kaneko.

Eraser Head

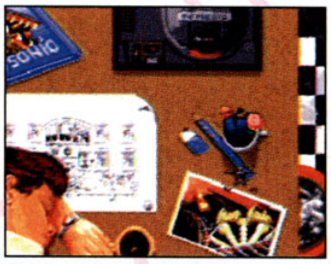
Fido Dido is a black-and-white teenage stick-figure who carries a giant pencil and an air of coolness wherever he goes. The cool attitude carries over to the game, but slow-moving action drags it down a bit.

As Fido you play through six fantasy levels of fun and survival, when the artist who draws you falls asleep at the drawing board. Saving your sister from killer flies, returning the color to a carnival, and reassembling a dinosaur are just some of the strange plots in each stage.

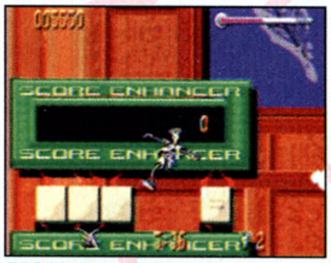


PROTIP: In Level 1, use your pencil to draw generic blocks so you can reach the red button on the ruler.

Fido Dido is a slow but rewarding platform jumper. You search for items and use them in creative ways to overcome some pretty odd obstacles. Giant coffee pots, out-of-control pencil drawings, mouse traps, and spider webs populate the large levels. You can jump, snap your fingers, and use pick-ups, including sugar cubes, refrigerator magnets, and helicopters.



Fido drops into trouble when his artist falls asleep!



PROTIP: Touch the Score Enhancers to increase your score. (Like, duh!)

The game's biggest faults are its pokey controls and its overall lack of speed. Sometimes you ride skateboards for a change of pace, but often you wish more events would happen faster, and Dido doesn't always respond when you tell him to jump.

The cart's graphics are intriguing. Ordinary household appliances seem imposing as big sprites. There's not a lot of color detail (Dido's b & w!), but the catchy backgrounds make up for it.

The audio in this cart is just a tad above average. The sound effects are sparse, and the music has a monotonal beat that's cool at first, but repetitive after a while.

Fido Neato

Even if you can't pronounce his name, Fido Dido is a fairly happenin' dude. Like its namesake, this cart deserves a good 15 minutes of fame. G

Fido Dido by Kaneko

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. Intermediate

Price not available
8 megs
Available now
Action
1 player
6 levels
Side view
Multi-scrolling
Passwords

Chester Cheetah...

* * * * * * * * * * * * * *

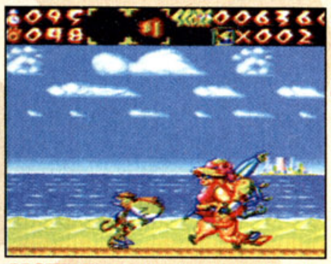
WILD WILD QUEST

By Lance Boyle

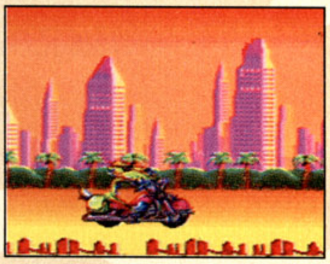
High on the list of unnecessary sequels is Chester Cheetah...Wild Wild Quest. The first game, Too Cool to Fool, wasn't a big hit with reviewers, and this hop-n-bop search for Map Pieces does nothing to enhance Chester's reputation.

Mild, Mild Test

Chester's a corporate symbol who thinks he's much cooler than he actually is – basically, Chester's feeble. His run is more like running in place, he has no weapons, and he loses lives quickly. Frustrating control makes this Quest more like a test of your patience.



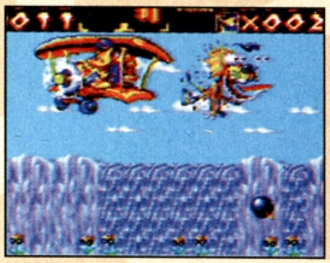
PROTIP: Hit the Euphreaka's Beach Lady as she drops onto the sand. Four hits will send her packing.



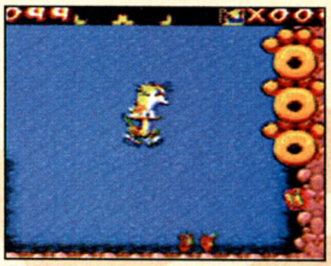
The coolest thing on two wheels? Chester certainly thinks so.

There's some humor in these unfrantic antics. The cross-country Quest takes Chester to towns such as Little Shock, Arkansas, and Omahog, Nebraska. The enemies are comical characters like a fat Beach Lady and a skateboarding dog. Chester gets to ride a motorcycle and drive a car, but these entertaining sequences don't show up until the end.

The graphics are inconsistent. The settings are generally colorful, but they're not very detailed and are often too brief. The cartoony characters are simple and stiff-moving throughout.



PROTIP: Dodge Mean Eugene's bombs and bop the top of his Biplane.



PROTIP: Swim under the Lostin Harbor ships and head to the far right. You'll find these three Large Paws and the missing Map Piece.

The music adds some personality to the action, but where are the clever sound effects? A game that claims to be so hip should have more than an occasional boing or ping to enliven the action.

Chester Cheats Ya

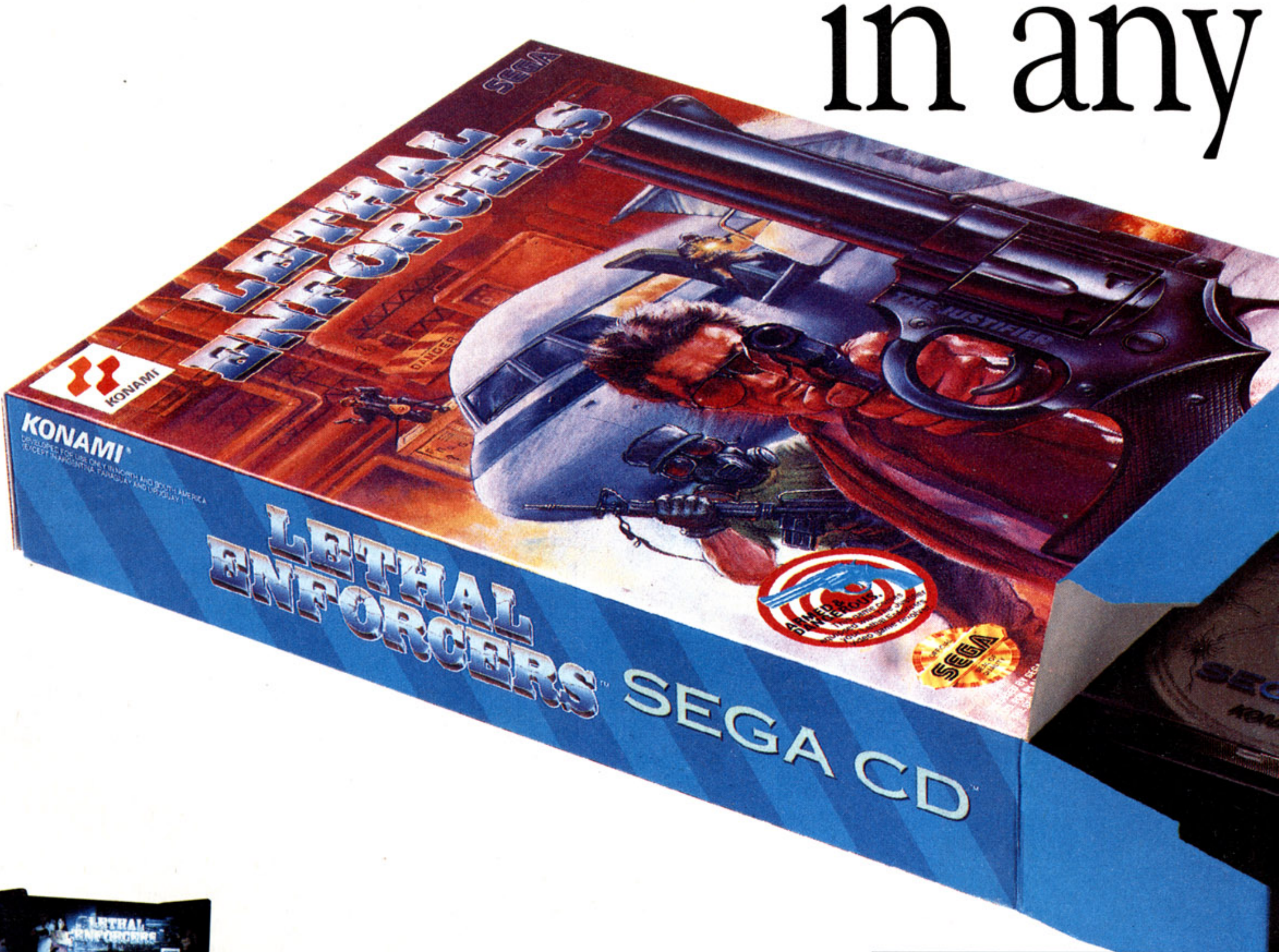
Who's surprised that this snack-food symbol is all style and no substance? Like the Cheese Puffs themselves, Chester might sound like a tempting idea, but you'll get no nourishment and you'll soon be hungry again. G

Chester Cheetah...Wild Wild Quest by Kaneko

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.0	ADJ. Adjustable

Price not available
8 megs
Available January
Action
1 player
10 levels
Side view
Multi-scrolling

You won't find in any


LETHAL ENFORCERS
KONAMI
SEGA
LETHAL ENFORCERS
SEGA CD

LETHAL ENFORCERS

1P 000512 CREDIT 2P 000000

We needed a gun to bring this treat home.

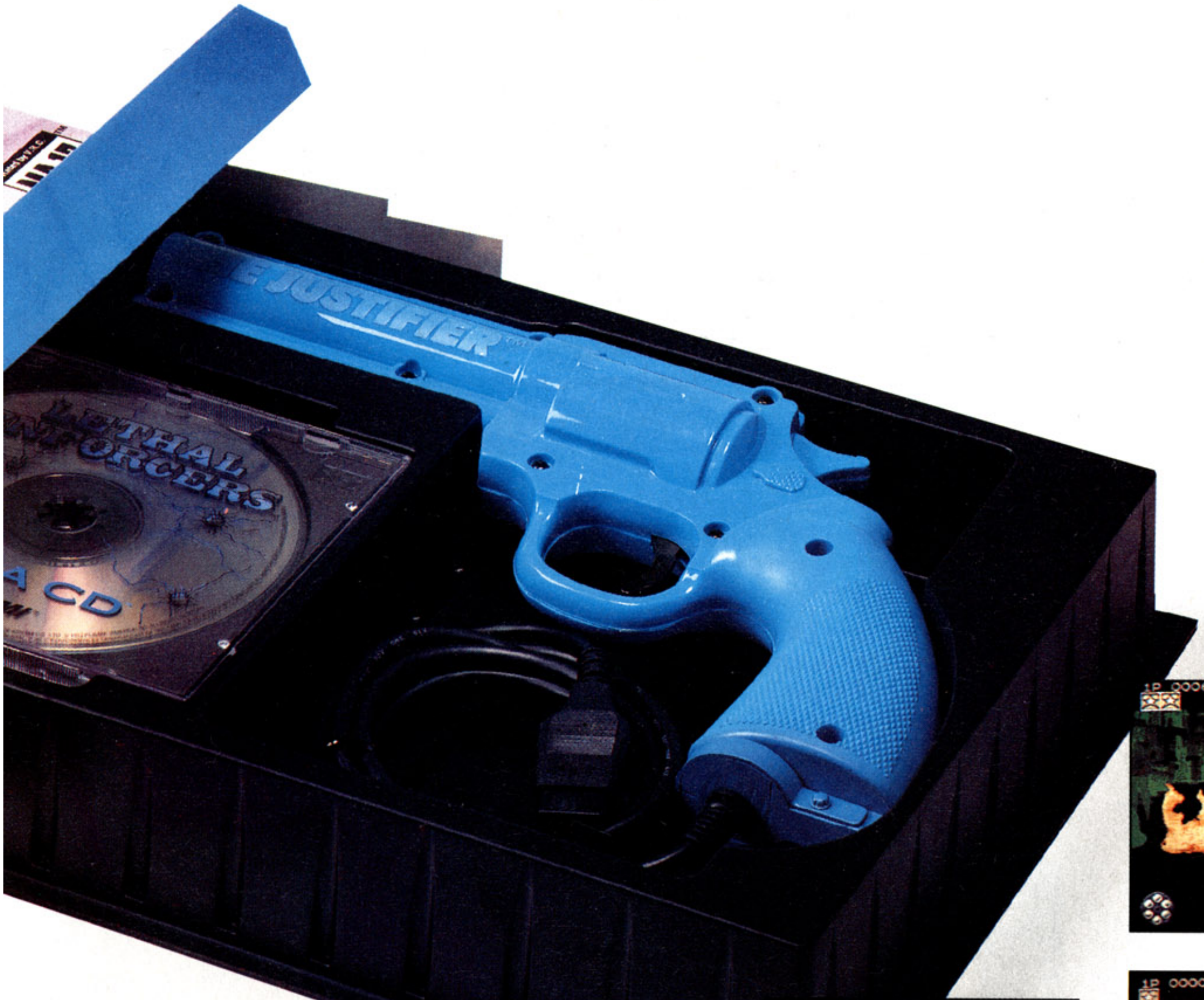
Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a *total arcade experience unlike anything you've played at home before*.

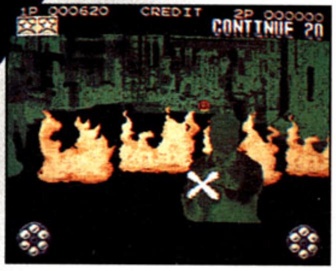
Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

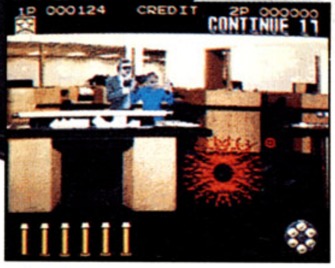
Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.

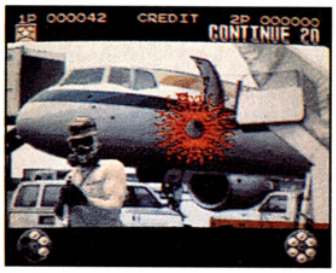
LETHAL ENFORCERS
GENESIS
MA-17

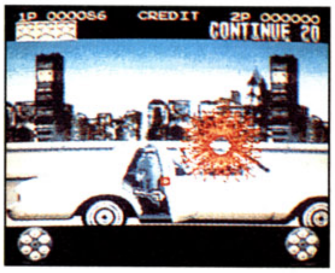
a toy like this Cracker Jack® box.


E JUSTIFIER
ETHAL
NFORCERS
A CD


1P 000620 CREDIT 2P 000000
CONTINUE 20


1P 000124 CREDIT 2P 000000
CONTINUE 11


1P 000042 CREDIT 2P 000000
CONTINUE 20


1P 000086 CREDIT 2P 000000
CONTINUE 20

Be on the lookout for a bank job in progress, high speed chase, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)

A Super NES® game may be released. Please check with Konami for availability.

Lethal Enforcers™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd.
© 1993 Konami (America) Inc. All Rights Reserved. Sega,™ Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All Rights Reserved. Cracker Jack® is a registered trademark of Borden, Inc.
Konami Game Hint and Tip Line: 1 900-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

KONAMI®

GROUND ZERO, TEXAS

By Brother Buzz

In Ground Zero, Texas, strange invaders from outer space have infiltrated human society. They look like us, they talk like us, and they like to eat us!

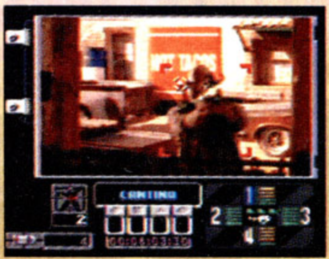
This solid first-person-perspective Sega CD gun game was designed for Sony by Digital Pictures, the Night Trap folks. As in that CD, real actors play out the story line and the frenetic action flows in real time, as if you're watching a television show. It's a good show, but feisty controls will make some gunners want to switch channels.

Real Unreal People

A beleaguered team of special agents is fighting a secret war, and you're the new Tactical Expert...don't ask what happened to the last three TacExps. Your assets: a sharpshooter's eye and tough thumbs. The agents have the town wired with four Battle Cams/Particle Beam Disrupters. You must switch among the Cams to "catch" the aliens and blast 'em before they knock out your electronic eyes.

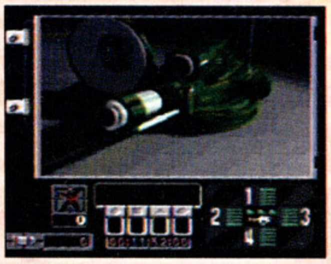
The full-motion graphics look good, like a grainy made-for-TV movie. The game's location shots, props, and effects are excellent, and the actors put on entertaining performances.

VIOLENCE ALERT: Real actors means real people herking and jerking as you zap 'em. Even though your energy bolts really only knock out aliens, the realistic visuals make the game unsuitable for little kids.

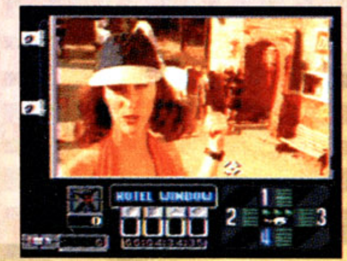


PROTIP: Since long-range shots present you with a smaller target area, keep your cross hairs trained on the center of the screen, but keep your eyes glued to the far scenery. You can get to distant aliens more quickly and more accurately that way, and it's easy to swing down to the foreground.

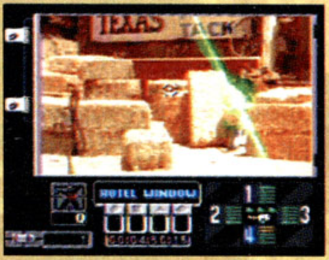
PROTIP: When the Battle Cam signal flashes, there's usually several seconds of dialogue going on before you actually have to switch Cams. Don't wait too long, though!



The Battle Cam



PROTIP: Always listen to the advice of your team members, such as DiSalvo.



PROTIP: Shoot fast. Ties go to the aliens.

PROTIP: When you're in the obvious shooting situations, characters who saunter into the scene are always harmless.

The Eye Is Quicker than the Hand

As a you-are-there shoot-em-up, Ground Zero offers titillating thrills, but the murderous challenge is a mixed bag. This is a gun game without a gun, so you move cross hairs across the screen with a directional pad. This sluggish design makes it tough to aim your shots precisely and quickly.

PROTIP: Taking three potshots at the good guys makes Mr. Reese veeeerrry unhappy.

Just the same, the energetic game play makes your thumbs burn, even though most gun battles occur during obvious shooting gallery setups, where aliens pop out from behind objects. There's one particularly impressive strategic challenge and cool visual effect. As aliens blast your Cam, the picture fuzzes out. You must continue to fight using the hazy screen until it finally goes dead.

An Alienated Game

Overall, Ground Zero, Texas is a satisfactory gun game that packs everything...except a gun. That key omission keeps Ground Zero grounded. G

Us!

Them!

Sega CD Game ProFile

Ground Zero, Texas

(By Sony Imagesoft)

Great graphics and an intriguing story line keep you around, but clunky controls team up with aggressive aliens to make you earn your fun.

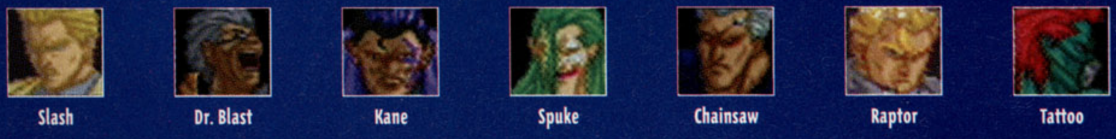
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	3.5	ADV. Advanced

$59.95	1 player
CD	4 areas
Available now	First-person view
Shoot-em-up	Limited save feature

Well into the future,
the world's only hope is
a weapon from the past.

X-KALIBER
2097

As Slash, you defeat all six formidable foes and their alien leader. Or go one-on-one in two-player mode.


Slash
Dr. Blast
Kane
Spuke
Chainsaw
Raptor
Tattoo

Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.

PSYKOSONIK
HOT TECHNO SOUNDTRACK BY
PSYKOSONIK

ACTIVISION®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

WAX TRAX!

TVT RECORDS

©1994 Activision
©1993 Wax Trax! Records. All songs ©1993 TVT Music
From the self-titled album available on Wax Trax!/TVT Records, featuring the single "Welcome to my Mind."

PROREVIEW

Sega CD

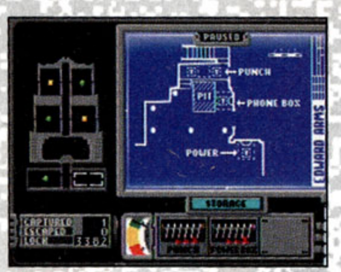
By Manny LaMancha

You don't normally read movie reviews in GamePro, but games like Double Switch are changing that. This CD is as much a movie as it is a game. You'll have your hands full in Double Switch, as you trap hotel invaders and search every room for clues that will help you solve a mystery, but you'll be glad you stuck it out.

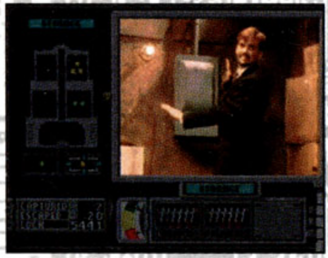
Shut Yer Trap!

The Edward Arms is a strange mansion and has its share of weird tenants. There's a punk band named Scream in an upstairs flat, a beautiful blonde journalist who's writing a story on the building, and a criminal named Brutus who has a secret. The Edward Arms also houses a whole batch of intruders – even a mummy! The host is a kid named Eddie (played by Corey Haim, from the movie *Lost Boys*, among others).

To capture the undesirables and protect his ancestral home, Eddie has set up elaborate traps, which serve as your main weapons in the game. You set a trap, your foe steps on it unwittingly, and BAM! you've got 'em. It will take some forethought, however: If you set too many traps without triggering them, you'll overload the building's fragile electrical system. Likewise, you'll want to spare some of the criminals to get the video hints that they sometimes dole out.



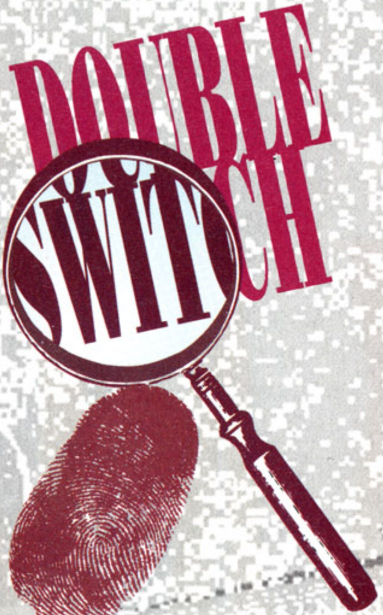
PROTIP: Keep an eye on the Storage room, where your power box is located. If an enemy shuts off the electricity, you're cut off right away.

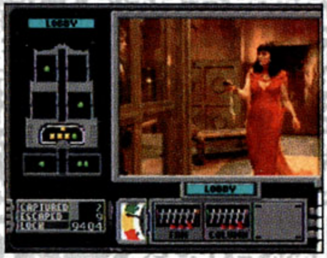


PROTIP: You don't get a telltale chime when there's a threat to your power box, but you can nail 'em when they grab the switch.

The Key to Success

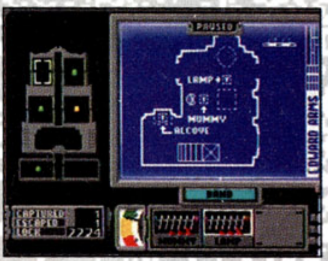
Since this is a new kind of game, you have to practice the controls. It won't be long, though, before you're setting and disabling traps instinctively. You can save games, but only a limited number of times. Unlimited continues would have helped more.





PROTIP: In Act I, when the lobby fills up with yellow dots, first head off Lyle in Brutus' room, then go back and trap a lobby dweller.

The full-motion video is better than other Sega CD games to date. It still isn't great, and there are some editing glitches, but that's easily overlooked. Likewise, there are no complaints in the audio department. Clear, comical conversation accompanies the video, and Thomas Dolby, best known for his song "She Blinded Me with Science," contributed a haunting score.



PROTIP: If you learn where the traps are located in each room, you'll be better able to handle Act II, where you must quickly arm and disarm them to stay ahead of the enemy.

Lock, Stock, and Barrel

You'll tire of Eddie's repetitious "game over" clips when you blow it. Similarly, you'll overdose on the early sections, which you inevitably play over and over. However, Double Switch is good enough that it'll sit in your CD tray until you're done – and you'll be glad you stuck it through to the end. Isn't that what it's all about? G

Sega CD Game ProFile

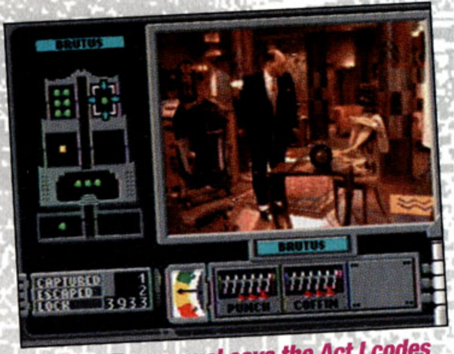
Double Switch

(By Sega)

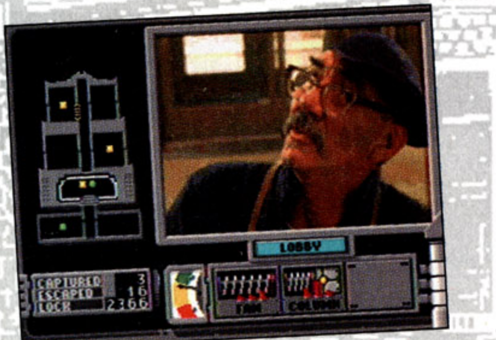
This strategy game heralds a new "interactive-movie" style. You'll have a ball setting traps and solving the mystery in this star-studded CD.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	5.0	4.5	INT. Intermediate

$59.99	1 player
CD	3 acts
Available now	Side view
Strategy	Multi-scrolling



PROTIP: The manual says the Act I codes appear in the same order. The first is in Brutus' room. The next two follow each other quickly. If you stick around to trap the intruder who gives up the second code, you'll miss the third. You'll have to find the fourth yourself!

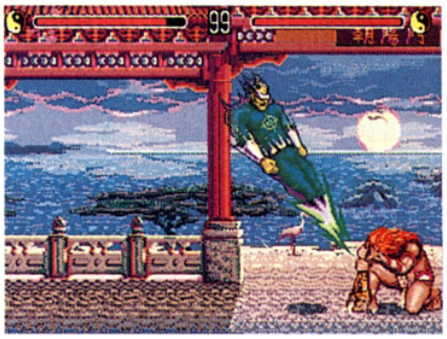


PROTIP: When you reach Act II, be there when Lyle does his handiwork. Stick around, no matter what happens in other rooms. Otherwise, you won't be able to help the tenants with their troubles.

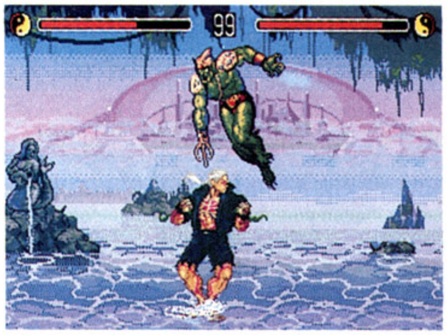
WOLVERINE™
ADAMANTIUM CLAWS TEAR THRU TROUBLE!
GAMBIT™
THE RAGIN' CAJUN!
CYCLOPS™
OPTIC BLAST YOUR OPPONENTS!
SPIDER-MAN®
KEEP YOUR SPIDER-SENSES ON ALERT!
JUGGERNAUT™
UNSTOPPABLE RAMPAGE!
SPIDER-MAN® AND THE X-MEN™ TEAM UP IN ARCADE™'S REVENGE
GAME BOY
GAME GEAR
SEGA
Nintendo
SPIDER-MAN
X-MEN
Arcade's REVENGE
FLYING EDGE
MARVEL COMICS
SPIDER-MAN®
X-MEN™
TAKE REVENGE WITH YOU!
SPIDER-MAN
Acclaim
entertainment inc.

Spider Man®, X-Men™ and all other Marvel Characters and the distinctive likenes therof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. ©1993 Marvel Entertainment Group, Inc. All rights reserved. ©1993 Acclaim Entertainment, Inc. All rights reserved.

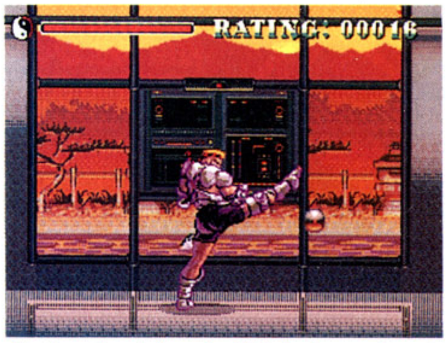
TO PREPARE FOR ETERNAL CHAMPIONS, USE STREET FIGHTER II AS YOUR TRAINING WHEELS.



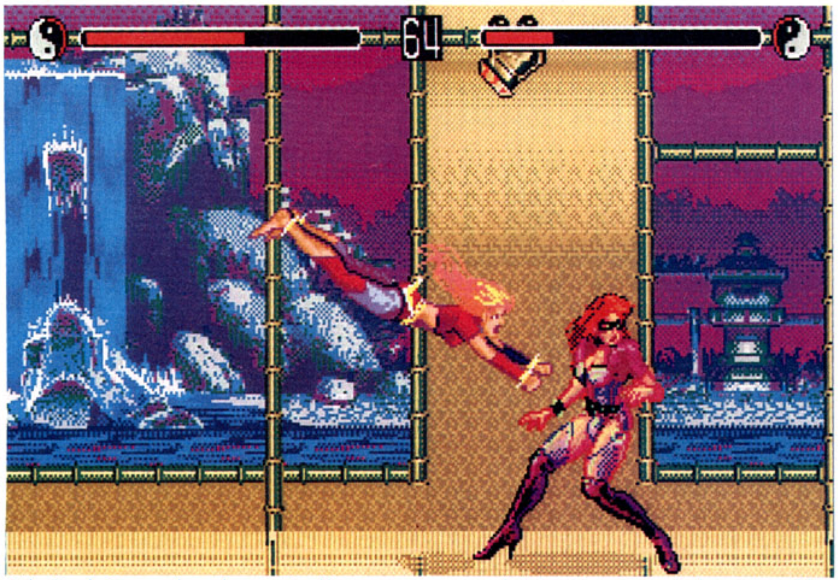
In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA GENESIS

WELCOME TO THE NEXT LEVEL™

ETERNAL
CHAMPIONS

Sega, Genesis, Eternal Champions, and Welcome to the Next Level are trademarks of SEGA. © 1993 SEGA. All rights reserved.

BUGS BUN
RABB

By Lawrence of Arcadia

Bugs Bunny is one of the most recognized cartoon characters in history. Now Bugs – along with some of his most memorable friends – brings his antics to the SNES in this great-looking and fun-tastic game!

You're in the Funny

You play Rabbit Rampage as Bugs, and you're hoppin' mad. It appears that an animator is on the loose and he's painting you into tight spots and sticky situations. You travel through ten levels of Looney madness, knocking off cartoon characters left and right as you try to find the animator responsible for this dethpicable dethtruction. Among others, you'll meet and fight the maniacal wrestler The Crusher, the wily Wile E. Coyote, the terrible Tazmanian Devil, and of course, Elmer Fudd.

You defend against enemies by tossing pies, kicking, spinning, and bopping heads. Helping you out is the Acme Company, which has strewn various contraptions around the areas where Bugs is trapped. Acme, always known for its backfiring inventions, has spared no expense with these clever items. You can find Exploding Dog Bones, Anvils, Falling Safes, Pies, TNT, Bombs, Corks (for blow-hard Wolves), and Jelly (sticky traps for Gingerbread soldiers).

For those of you who never wanted the cartoons to end, here's your game!

Cartoon Crisp

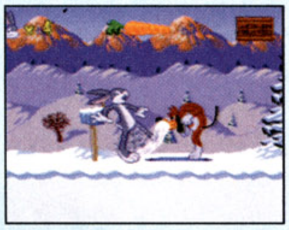
The graphics in Rabbit Rampage are outstanding. You'll immediately recognize every character, and the innovative backgrounds are funny and eye-catching. The animation highlights the humor in this game, with funny cuts from the cartoons showing up in levels, as when Yosemite Sam shows up with his sneezing dragon ("Dragons is so stuuu-upid!"). Bugs isn't the only star here, and a lot of attention is paid to the detail of every character in each level.

The game varies from the cartoons in one noticeable way: sound. Although the game does have two familiar themes at the beginning, "What's Up, Doc?" and "The Merry-Go-Round Broke Down," the music throughout the game is barely noticeable. What's more, the voices and sound effects in the game are infrequent and inconsequential.

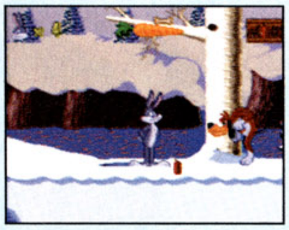
That Wascally Wabbit

It won't be all fun and loony games, either. Some of the

Wascally Winter Wonderland

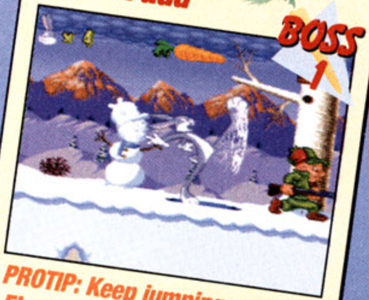


PROTIP: Kick against these snooping hounds – bouncing on them takes too long. Or, jump over them to avoid a confrontation.



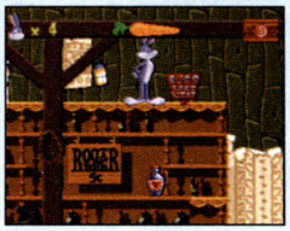
PROTIP: Use Acme items as soon as you find them. You can't carry items from one level to the next.

Elmer Fudd

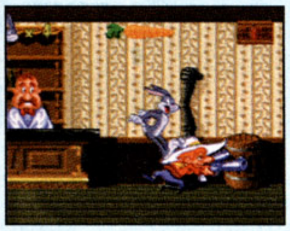


PROTIP: Keep jumping over Elmer and kicking him from behind. Use any remaining Acme items on him.

Way, Way Out West

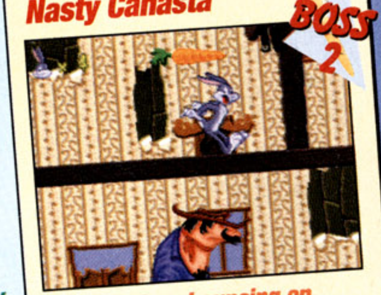


PROTIP: The most important Acme tools are the Level Markers. Try to hang onto these as long as possible, and use them only after you've gone through a difficult part of the stage.



PROTIP: Stay even with the cowboys and you won't be harmed by their guns. Bounce on their heads to get rid of them.

Nasty Canasta



PROTIP: Keep bouncing on Canasta's head to knock him out. Stay even with his body and watch the tip of his gun barrel (you wouldn't want to get shot accidentally).

Super NES Game ProFile

Rabbit Rampage

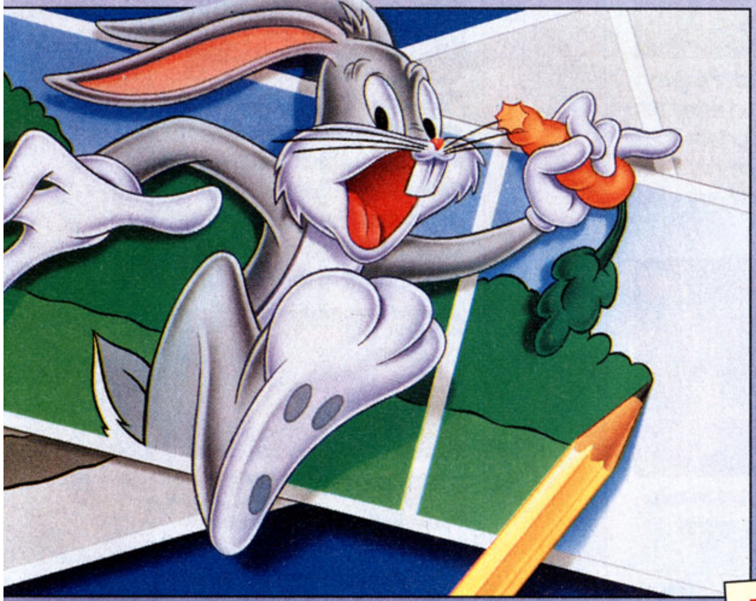
(By Sunsoft)

That smooth-talking, wise-cracking wabbit has a new game, and you're gonna love it – especially if you're a fan of Looney Tunes. Heck, you're gonna love this game even if you hate rabbits!

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.5	4.5	4.5	5.0	Expert

$64.95	1 player
12 megs	10 levels
Available March	Side view
Action/adventure	Multi-scrolling

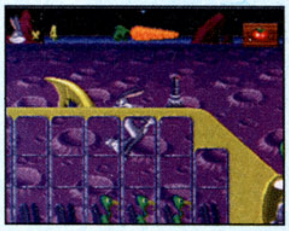
NY RAMPAGE



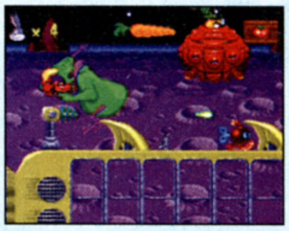
levels (the Haunted House, for instance) are very difficult to get through, and require a lot of trial and error. As with Roar of the Beast (see ProReview, January '94), Sunsoft has again given us a beautiful game with some very challenging game play. However, don't be daunted by a couple of banana-peel falls. Stick with Rabbit Rampage and you'll see one of the funniest ending levels on any video game system.

You gotta be loony to pass up this cart. Weak sound and daunting game play aside, this game is a keeper; it's a solid addition to any SNES library.

A Spaced-Out Odd-yssey

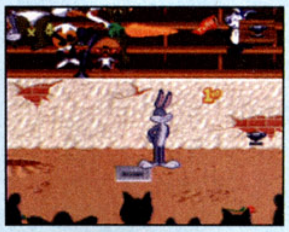


PROTIP: This level hides a few surprises. You can jump into the Martian buses and snag Acme devices.

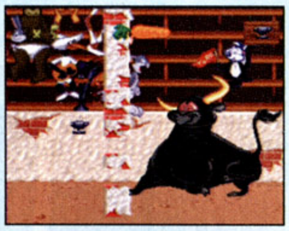


PROTIP: If you get shrunk by a blue laser, one stomp by a Martian will cost you a life. If you shrink, run under the Martian that shrank you.

Full of Bull



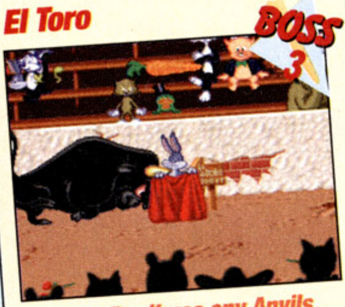
PROTIP: At the start of this bullish level, go to your right and collect the Anvils and the 1-up. Then, go left and meet El Toro.



PROTIP: Let El Toro break the walls for you. Wait until you see his horns appear on the right side of the screen, then jump over the barricade (or jump up and let El Toro hit the wall). Keep moving left.

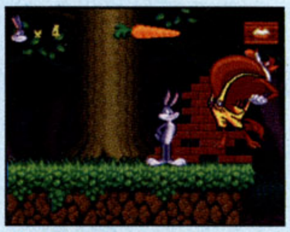
El Toro

BOSS 3

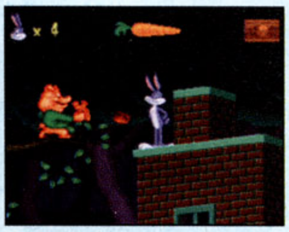


PROTIP: Don't use any Anvils until after you turn the switch, because you need them on the return trip. Move right and use an Anvil whenever you see El Toro's horns. Keep moving right until you lead him into the steel wall.

Blow the Varmint Down



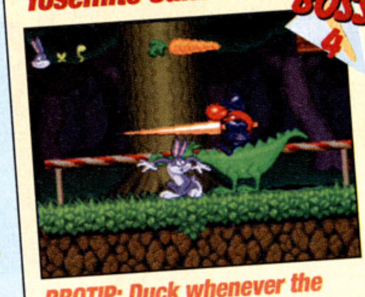
PROTIP: You have to beat all three of the Big Bad Wolves to get through this level. Save Corks and Dynamite for the last Wolf at the Brick House. He's the toughest.



PROTIP: Check in the chimney for a Cork.

Yosemite Sam

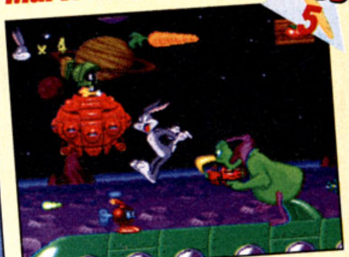
BOSS 4



PROTIP: Duck whenever the Lance gets too close for comfort, and jump on Sam's nose when it swells and turns red. You have to hit him right on the money, so be careful.

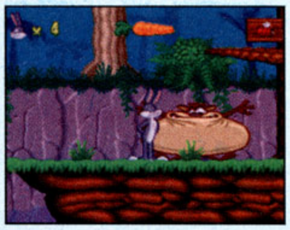
Marvin the Martian

BOSS 5

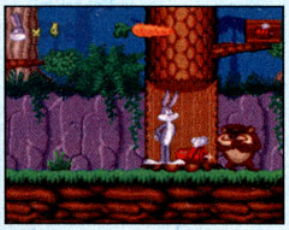


PROTIP: He's not really an end-level boss, but you have to watch out for Marvin just the same. He releases small exploding robots and instant, freeze-dried Martians, so avoid him at all costs.

Devil in Disguise



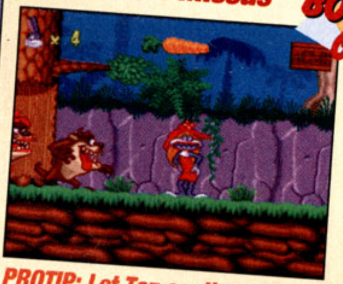
PROTIP: You've entered the world of the Tazmanian Devil, and you're going to need some help. Behind this first totem pole is a Turkey Surprise.



PROTIP: Use the Turkey Surprises to distract Taz after he barrels through a tree. Now jump over him and repeat until you get to the Petrified Tree.

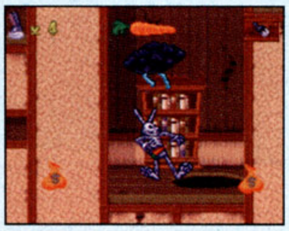
Taz and the Missus

BOSS 6

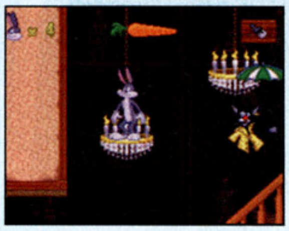


PROTIP: Let Taz continually bonk his head into the last tree. Fruit will fall from the tree and bop him. Keep this up and Mrs. Taz will come by and take care of the rest.

A-Haunting We Will Go

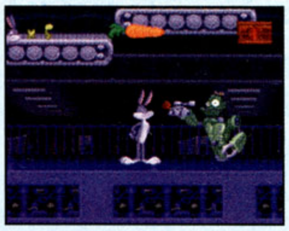


PROTIP: If you're in a tight jam in the Haunted House, try falling through holes in the floor. Some lead to disaster, but others don't.

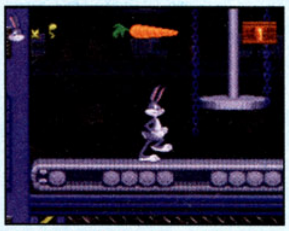


PROTIP: Some chandeliers can hold your weight, but not for long. Use them as launching pads.

No 'Bots About It



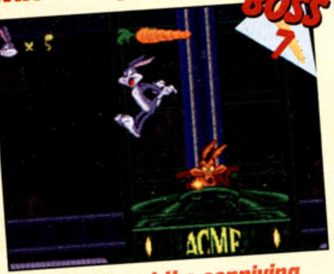
PROTIP: The Robot Factory has an automated army that wants to put a certain dumb bunny to rest. The Toy Tanks work best against any kind of robot drone.



PROTIP: Put a Level Marker just before these metal mashers.

Wile E. Coyote

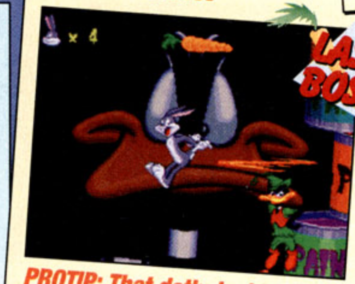
BOSS 7



PROTIP: To get the conniving Coyote, you have to get him to come down. Jump on the two safety levers by his booth, and he'll come crashing down. Now, go below, knock off the two drones, and he'll resurface. Keep jumping on his head to knock him off. You may have to do this more than once.

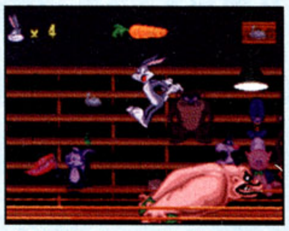
The Animator

LAST BOSS

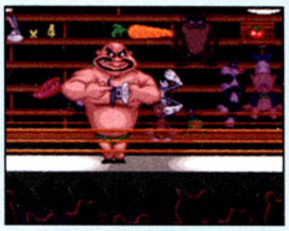


PROTIP: That dethpicable Daffy is behind the hijinks, and you have to empty all his paint cans so that he can't paint his way out of the corner you've forced him into. Be careful of Duck Dodgers, Robin Hood-winked, and Hop-Along Daffy.

Big-Time Wrestling



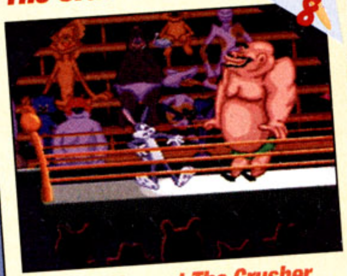
PROTIP: To pacify The Crusher, jump up and grab the Ring Bells. When you use these Acme devices, a bell rings, and The Crusher will stop, thinking the round is over. Pound him!



PROTIP: You're invincible when you come off the ropes, but be careful not to get too close to The Crusher, or he'll give you an aviation lesson you won't soon forget.

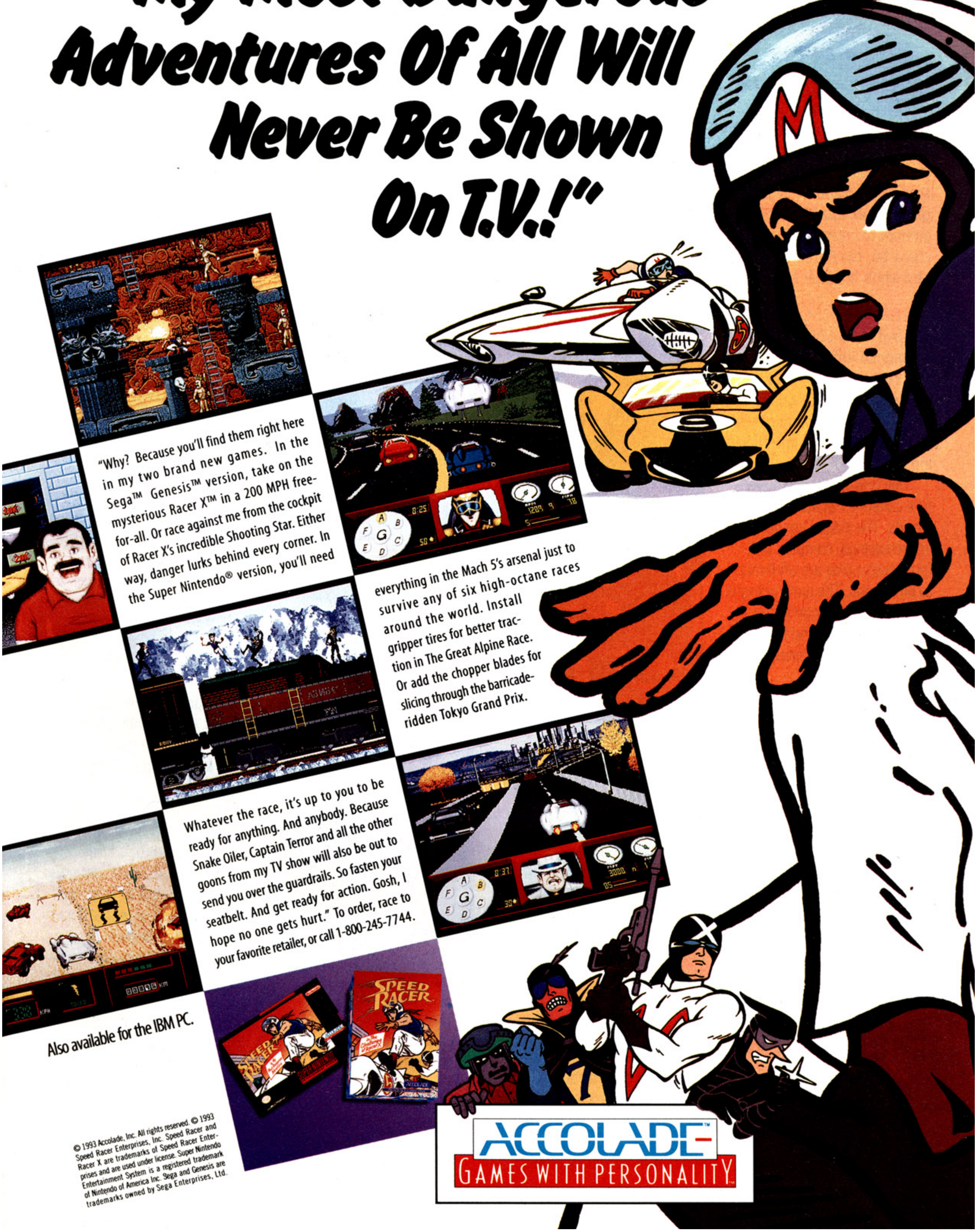
The Crusher

BOSS 8



PROTIP: Keep at The Crusher with spinning moves and head bops. When you see a black hole fall from the top of the screen, grab it and use it, and The Crusher will be down for the count.

"My Most Dangerous Adventures Of All Will Never Be Shown On T.V.!"



"Why? Because you'll find them right here in my two brand new games. In the Sega™ Genesis™ version, take on the mysterious Racer X™ in a 200 MPH free-for-all. Or race against me from the cockpit of Racer X's incredible Shooting Star. Either way, danger lurks behind every corner. In the Super Nintendo® version, you'll need everything in the Mach 5's arsenal just to survive any of six high-octane races around the world. Install gripper tires for better traction in The Great Alpine Race. Or add the chopper blades for slicing through the barricade-ridden Tokyo Grand Prix.

Whatever the race, it's up to you to be ready for anything. And anybody. Because Snake Oiler, Captain Terror and all the other goons from my TV show will also be out to send you over the guardrails. So fasten your seatbelt. And get ready for action. Gosh, I hope no one gets hurt." To order, race to your favorite retailer, or call 1-800-245-7744.

Also available for the IBM PC.

© 1993 Accolade, Inc. All rights reserved. © 1993 Speed Racer Enterprises, Inc. Speed Racer and Racer X are trademarks of Speed Racer Enterprises and are used under license. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd.

ACCOLADE™
GAMES WITH PERSONALITY

By Bro' Buzz

Who says you can't save the world if you're chicken? Alfred Chicken is the fine-feathered, superhero-wannabe star of Mindscape's fun platform/action game. Yeah, this is another attempt to create a signature character, but Alfred's a bold bird who's hot after Mario's tail.

Meka Madness

The evil Meka Chickens have kidnapped Alfred's friends, the Billy Eggs, and they plan to hatch the eggs into a vile Meka Army. The game play's no mystery, but it's entertaining and challenging.

This flop-hop-n-bop adventure covers 21 stages set in five worlds. The stages are laid out as increasingly complex platform mazes that are off-limits to birdbrains. The early going is a breeze, but later on tricky traps, time limits, and flocks of adversaries will definitely ruffle your feathers.

PROTIP: Invisible springs can spring up anywhere. Look for 'em.

Super NES Game ProFile

Super Alfred Chicken

(By Mindscape)

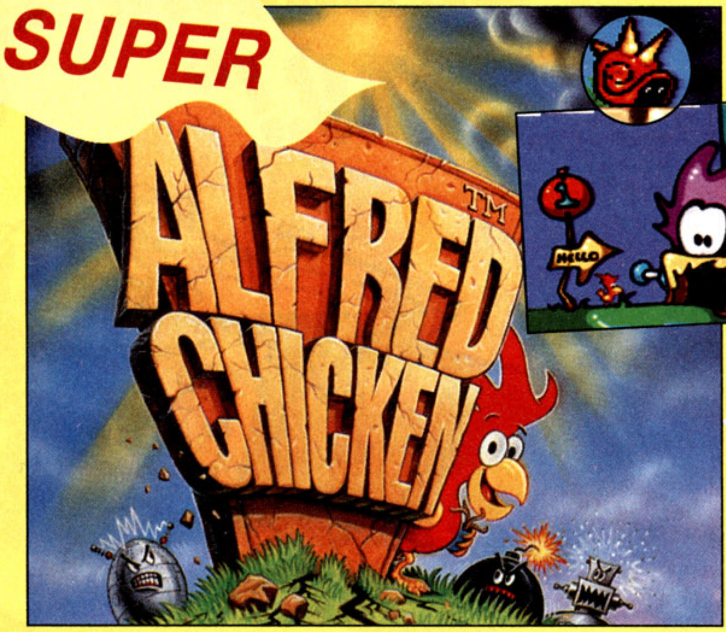
If you're a platform fan who can take a lickin' and keep on tickin', try Alfred Chicken. Twenty-one stages, two passwords, and secret areas galore will test your precision game-playing skills.

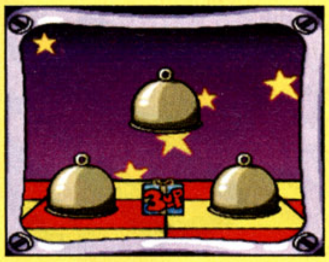
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	5.0	4.0	ADJ. Adjustable

$64.95	5 worlds
8 megs	21 stages
Available now	Side view
Action	Multi-scrolling
1 player	Passwords

PROTIP: Grab every Balloon on every level.

PROTIP: You won't activate Sleeping Mines if you fly over them.





The old shell game is a good way to earn extra lives.

PROTIP: There's a secret room in every level. Grab the Watering Can in each room to see a special ending.

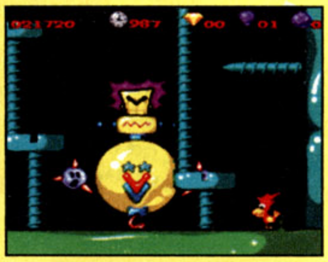
Your curiosity can assist your travels by uncovering camoflauged passages and secret warp rooms on every level. Bonus rounds include brain-teasing mini-contests like the old shell game, which you play for extra lives.

Chicken-Lickin' Foes

Mindscape claims that 100 feisty foes overrun A.C.'s worlds, and there's certainly a bunch on hand. Encounters with Jack-in-a-Bomb, Mag-Mine, and the Sleepy Mines have explosive consequences. Animal adversaries, such as Alice Ladybird Ladybug, Meka Mice, and Mino the Whale, try to make Alfred a fried chicken.

PROTIP: If you must jump into unseeable depths, hold down C to make Alfred flutter and slow his descent until he can observe the terrain below.

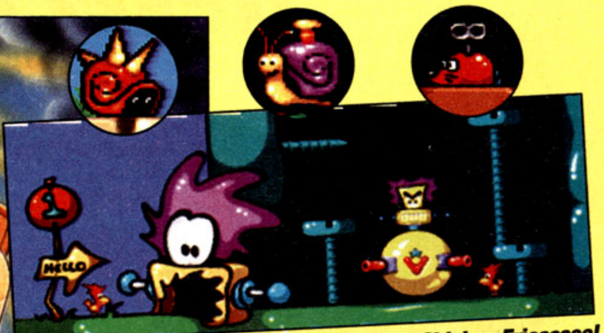
Alfred's fiercest foes are the three Meka Chickens. Three boss confrontations don't sound like much challenge, but fighting these tough mechanical birds will bruise your beak. Further complicating the challenge is the fact that you can only score two passwords for the entire 21-stage game!



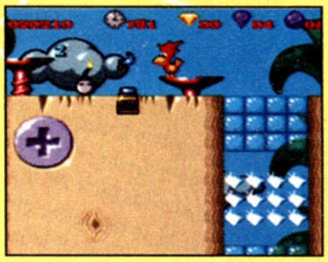
PROTIP: Each Meka Chicken has one vulnerable spot. Keep pecking away at it if you can.

The straightforward controls put you in excellent command of Alfred's moves. Chicken that he is, Al has limited flying abilities, so he must flutter and hop across obstacles and moving platforms. His primary enemy-bustin' maneuver is a dive-bombing attack with his bionic beak.

PROTIP: Stay alert. Some Moving Platforms boot you off at the beginning and end of their runs.



Alfred Meka Chicken Fricassee!



PROTIP: When you find On/Off Blocks, peck 'em or remember where they are. You almost always have to use them.

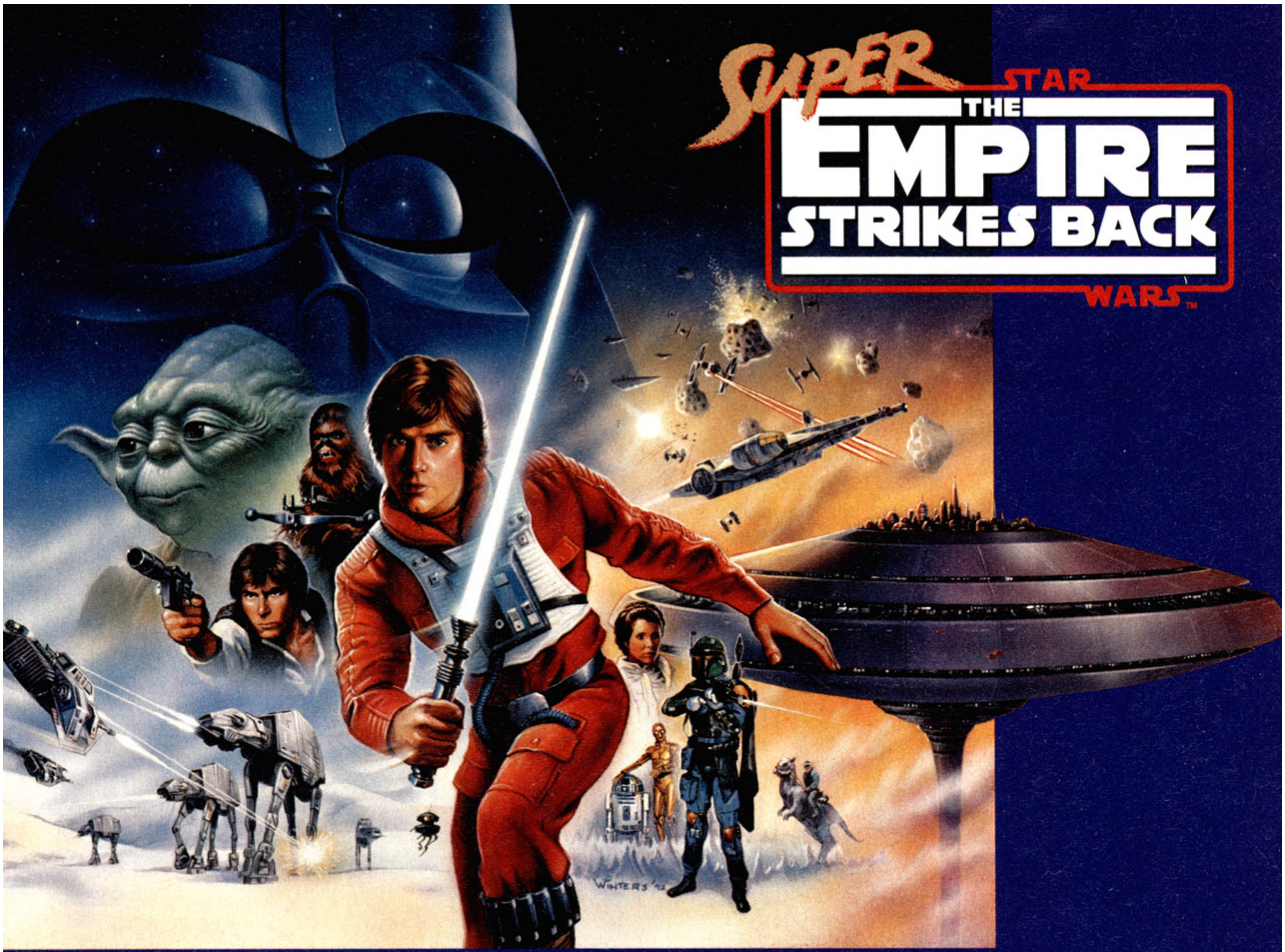
Hen-Pecked Sights & Sounds

A.C.'s graphics are cute, cartoony, and brightly colored, which gives the game a festive, kiddie appeal. The pix create a wacky, way-out world. Alfred himself looks alright, but he doesn't have much personality, even for a bird.

The sounds won't set your ears on fire, but at least the effects put on an enthusiastic show. The repetitive, bouncy, upbeat music will drive some players batty.

A Most Eggs-cellent Adventure

Alfred Chicken puts on a fast-paced, brain-draining platform performance. Action game fans can definitely put their eggs in Alfred's basket. G



Will You Accept the Challenge of a Jedi Knight?

Teach a gruesome ice beast a few manners as only a Jedi Knight can!

Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!

Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LUCAS Arts

JVC
JVC MUSICAL INDUSTRIES, INC.

LICENSED BY
Nintendo®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Official
Nintendo
Seal of Quality

Star Wars and The Empire Strikes Back are registered trademarks of Lucasfilm Ltd. All rights reserved. Used under authorization. Super Star Wars ©1992, Super Empire Strikes Back ©1993 LucasArts Entertainment Company.
Super Nintendo Entertainment System ® is a registered trademark of Nintendo of America Inc.

PROREVIEW

Super NES

By Captain Squideo

It's X-citing, but it's not quite X-tasy. X-Caliber 2097, Activision's new hack-n-slasher, backs futuristic swordplay with a driving soundtrack to deliver a good game you can dance to.

Solid Swordplay

The year is 2097, and Raptor has taken over Neo New York. You play his nemesis, Slash (no, not the rock guitarist), battling through the mean streets against hordes of enemies in search of the head queso himself. Each of the six stages has a vicious end boss with a name like Spuke, Dr. Blaster, or Chainsaw. These vile villains morph during the fight, changing into deadly new enemies you must then destroy. Two-Player Duel mode enables you to mix and match Slash and all the bosses in head-to-head competition. It's a good alternative to the search-and-destroy fights.

Your only weapon against Raptor's rowdies is X-Caliber, a wondrous sword that has a variety of attacks. Control is generally quick and easy, but one major drawback hinders the sword's efficiency: a time-delay of the slow Energy Bolt attack. This is one of your main maneuvers, but you're frozen into position and vulnerable to attack as you wait for the Energy Bolt to gradually float across the screen. Though you'll sustain lots of damage, you'll find 1990s-style food power-ups on your quest – evidently the future includes sodas and burgers.

SNES Game ProFile

X-Caliber 2097

(By Activision)

High-tech music propels exciting action when you whip out your futuristic sword, X-Caliber, and hack through six well-illustrated stages.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	ADJ. Adjustable

$59.95
16 megs
Available March
Hack-n-slash

2 players
6 stages
Side view
Multi-scrolling

X-KALIBER
2097

Psykosonik

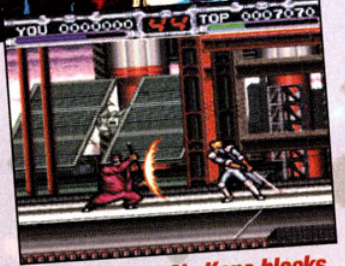
X-citing Graphics and Sounds

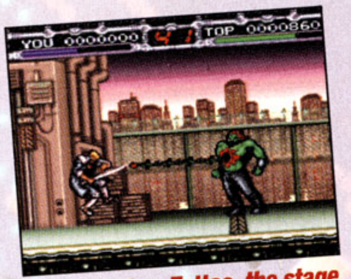
Realistic urban backgrounds and an army of quick-moving enemies make this a fine-looking game. You might wish the bosses were bigger and more awesome, as they were in Mazin Saga, Vic Tokai's recent hack-n-slash cart for the Genesis. In X-Caliber most of the bosses are no bigger than you are. Still, this game is worth a look.

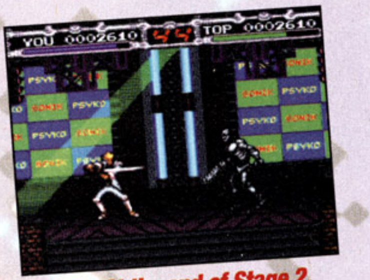
The sounds steal the show, a typical feature of recent Activision games. As with 1993's BioMetal, there's a propulsive soundtrack from a name band. Here Psykosonik adds a powerful technobeat to the proceedings. You'll also hear some decent sound effects – growls, echoes, and so on – as you bite the Neo Big Apple.

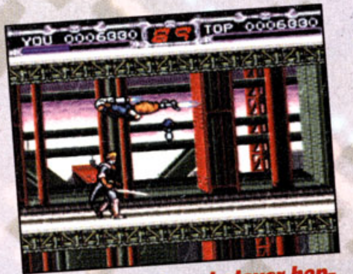
X-tra! X-tra! Read All About It!

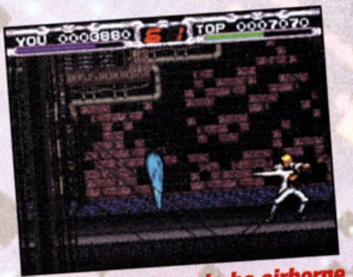
While it's not the greatest hack-n-slash of all time, it's still in the upper echelon. Whip out X-Caliber – it's sharp.


PROTIP: Stage 3's Kane blocks your Energy Bolt effectively with his cane, so rely on your Thrust and Swipe moves.

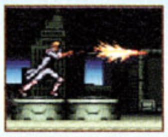

PROTIP: When Tattoo, the stage 1 boss, goes into a crouch, he's about to nail you with his long-range Rose attack.

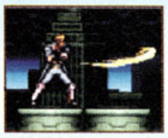

PROTIP: At the end of Stage 2, Chainsaw morphs into this killer robot. Fight him from a distance – in close he'll saw you with his arm.

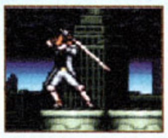

PROTIP: Wonder whatever happened to the Rocketeer? Looks like he's on Level 3! Hack him up before he flies over you with his bombs.

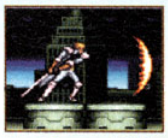

PROTIP: You have to be airborne to successfully hit Stage 4's morphing blue blobs. Be sure to grab the 1-up and the snacks just before you tackle these tough enemies.

Sword Shots


The Sword Thrust


The Sword Swipe


The Sword Parry


The Energy Bolt

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

So look for QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tomei Group,
47473 Seabridge Drive, Fremont, CA 94538

QuickShot®

It's how you play the game.

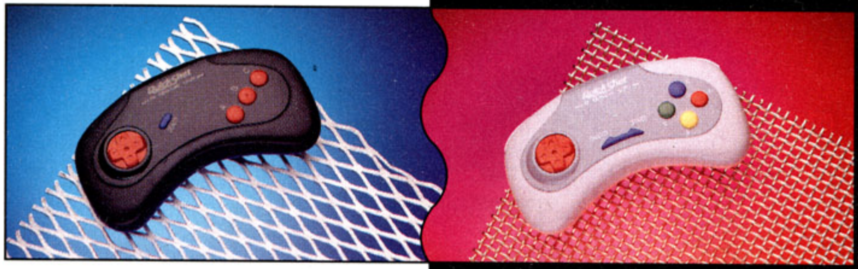
WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

SEGA GENESIS® SYSTEMS

SUPER NINTENDO® SYSTEMS

STARFIGHTER™
QS181

More thumbs-on excitement!

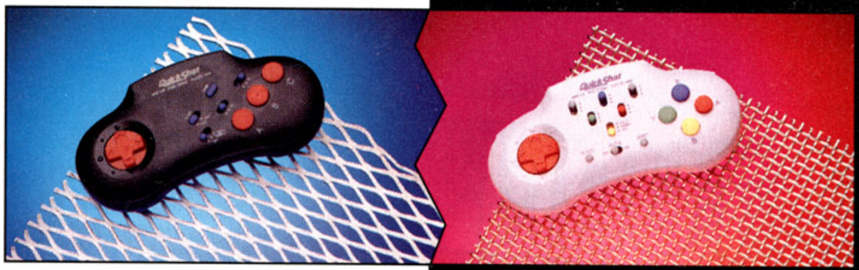


SUPERCON™
QS182

Fast fun for thumb people!

INVADER 3™
QS183

Take on the toughest contenders with turbo-ease.

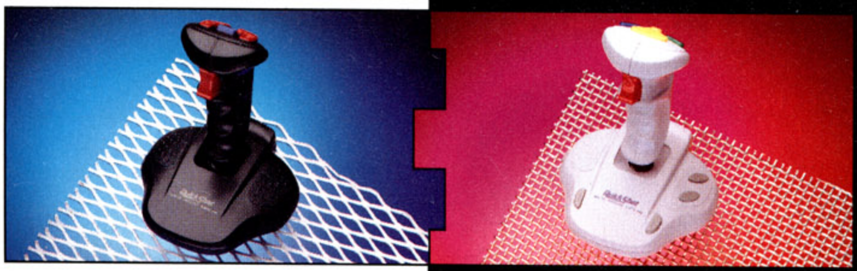


INVADER 2™
QS184

Blast the competition with high-speed turbo power.

PYTHON 3™
QS135

Get a grip on the action with cutting-edge control.

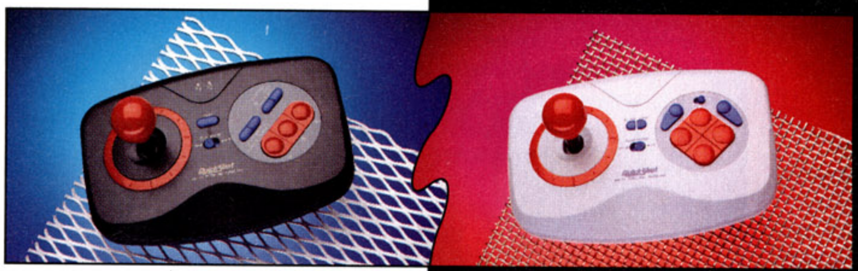


PYTHON 2B™
QS197

The only SNES controller for joystick fanatics.

MAVERICK 3™
QS162

Get powerful arcade-style performance—to go!

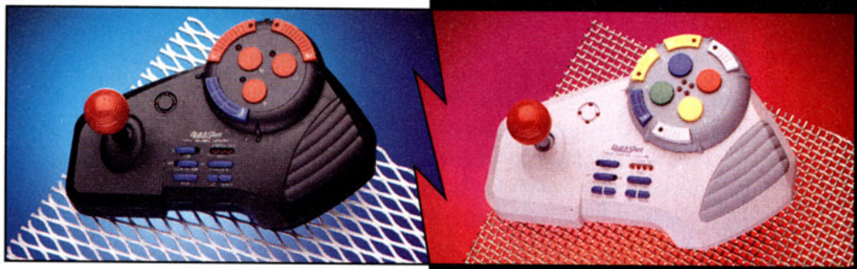


MAVERICK 2B™
QS190

Deliver your best shots with arcade accuracy.

CONQUEROR 3™
QS185

This programmable controller remembers your moves.



CONQUEROR 2™
QS186

Program and play back your best action sequences.

QuickShot is a registered trademark, and Starfighter, Invader, Python, Maverick, Conqueror, and Supercon are tradenames of QuickShot Patent (BVI) Ltd. All other product names are registered trademarks of their respective companies.

Super NES

TURN AND BURN
NO-FLY ZONE™

By Captain Squideo

Fasten your seatbelts, jet jockeys, a hot new flight simulator is blazing across the sky. Turn and Burn grabs you from the moment you wind up your F-14's engines to the moment you land safely back on your aircraft carrier.

Learn and Yearn

Some dictators never get the message. When a certain country ignores America's No-Fly Zone and sends top-of-the-line MiG-29s flying over the Mediterranean, the Navy jumps into action. To sweep the skies clear, you take off from your carrier in one of America's premiere fighters, the F-14 Tomcat, armed with a 20mm cannon, three kinds of air-to-air missiles, and two types of electronic countermeasures (ECMs). Intense dogfights result as you blast through 16 missions against swarms of MiGs, subs, a Blackbird spy plane, an oil rig, and an island military base.

The tough missions are complicated by tricky controls. You don't have any control over your jet's rudder, which means every turn you make is a banked turn. Later in the game, when the enemy pilots are more numerous and more evasive, accurate targeting becomes a deadly problem as you careen all over the sky trying to keep a single bogey in your sights.

Super NES Game ProFile

Turn and Burn

(By Absolute)

Despite some sound and control problems, eye-popping Mode 7 graphics make Turn and Burn one of the most realistic, and most involving, flight sims of the year.

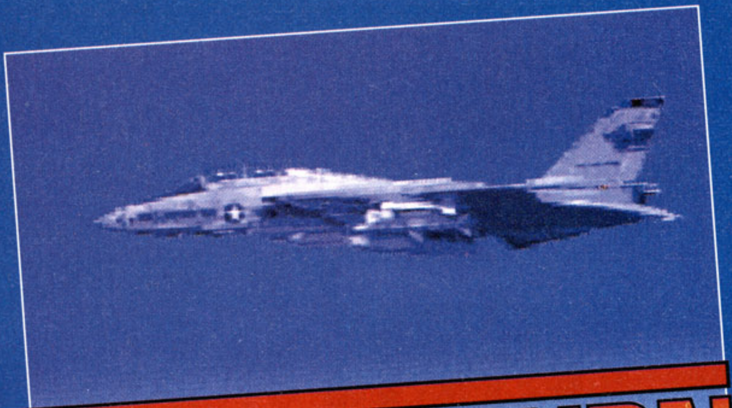
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	3.0	3.5	4.0	Adjustable

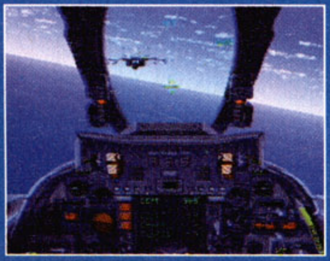
$59.95
16 megs
Available now
Flight simulator
1 player

16 missions
Cockpit and rear views
Multi-scrolling
Passwords

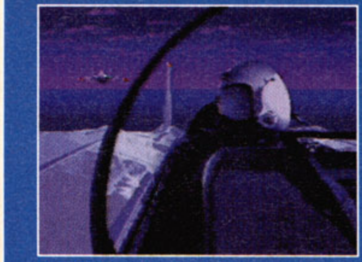
Tomcat? Topcat!

The look of the game makes you want to immediately strap yourself into the cockpit. You have a standard from-the-cockpit view that gives you a wide look at the skies and seas as the Mode 7 graphics rotate in front of you. On view within the cockpit are all your weapons systems and radar displays, plus you have a screen in the center for full-motion video replays of your kills.





PROTIP: Oncoming fighters won't ram you. As they charge past you...

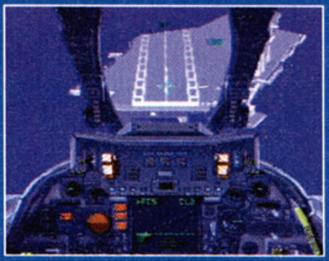


PROTIP: ...switch to the rear view to see if the enemy circles around behind you. If he does, accelerate and try to lose him before he gets off a clean shot.

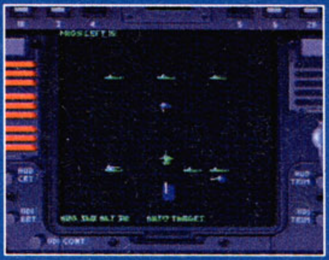
Best of all, Turn and Burn provides an outside-the-cockpit view that looks backwards from the nose of the jet to display the enemies chasing your tail. There's good detail in this perspective – your pilot turns his head to watch as enemy fighters circle around and lock onto your Tomcat. It's intriguing to switch back and forth between the forward and backward views as a MiG blasts past and then banks toward you.

PROTIP: Try to stay level as you fire your missiles. When you're locked onto a bogey while banking, even your self-guided Sidewinder and Phoenix missiles sometimes miss.

PROTIP: To launch, hold Up and Button B until your Thrust hits 210 percent. When the Flight Officer salutes, the Catapult engages and off you go.



PROTIP: As every pilot knows, taking off is easy, but landing is tricky, especially on a moving carrier. Master the Practice Landings mode before you attempt missions. Your approach speed is crucial.

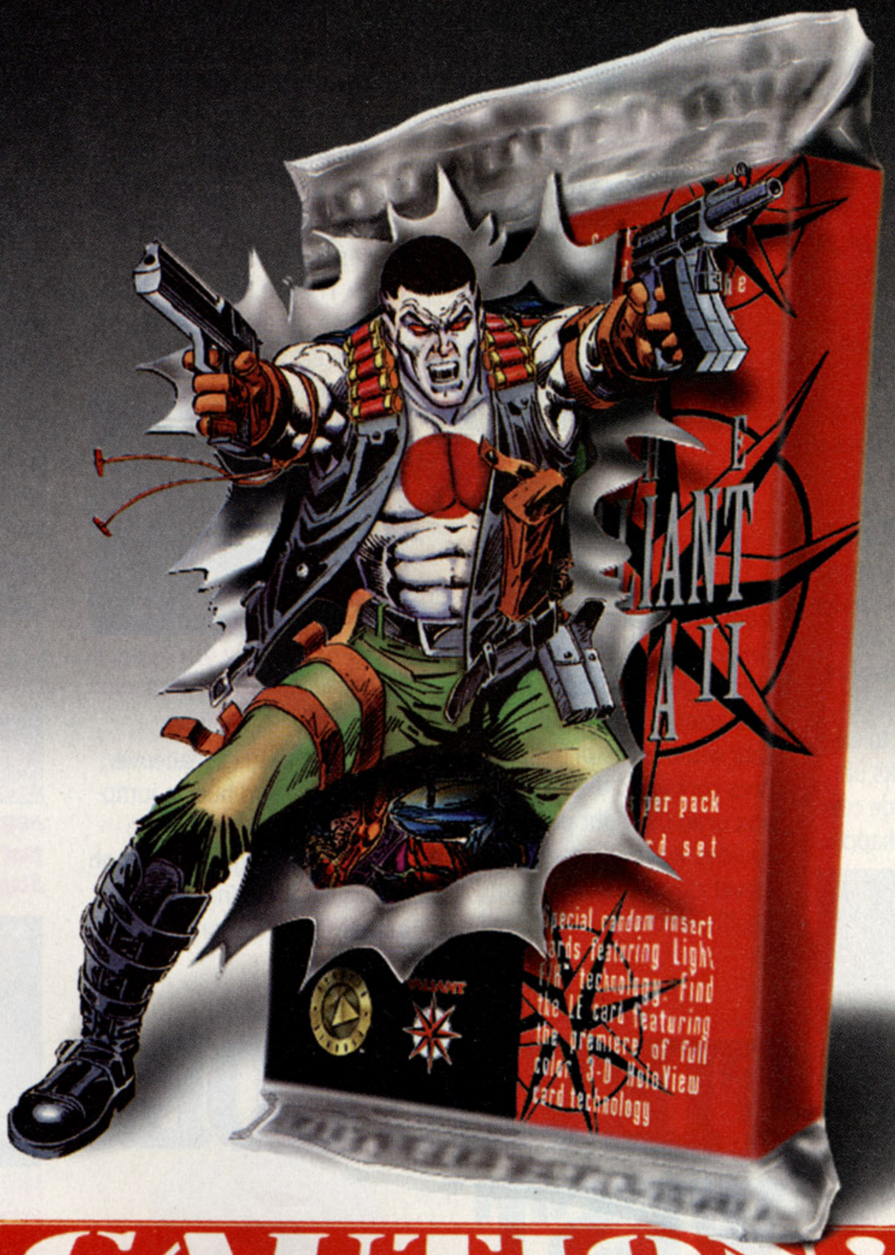


PROTIP: When it's hard to see, as in foggy Mission 15, rely on your AWACS Operational Radar Grid to find subs, missiles, fighters, and even your own carrier.

Decent sounds partially complement the exciting visuals. While you get the full sonic thrust of your engines as you take off and hit the wild blue yonder, you don't get the powerful explosions you expect when you blast an enemy from the sky. The full-motion replays, your own splashdown after a crash, and the radio are all, unfortunately, silent. The music is appropriately martial but doesn't add enough drama to the action.

Fly Me

Despite the average sound effects and the occasional targeting difficulty, the game has enough graphics excellence to make it an Ace. One look, and you'll want to earn your wings with Turn and Burn. G


VALIANT
per pack
d set
Special random insert
cards featuring Light
FX technology. Find
the LF card featuring
the premiere of full
color 3-D HoloView
card technology
VALIANT

CAUTION!

PACKS MAY CONTAIN EXPLOSIVE MATERIALS

Your favorite Valiant characters are waiting for you in VALIANT Era II Foil packs. Each pack contains eight cards featuring past Valiant covers. With 140 to collect in all, plus the insert sets "First Appearances" and "Promotional Art." And watch for the rare, full-color 3-D HoloView™ card! See your local comic retailer.

Pyramid and the card/hologram combination are trademarks of The Upper Deck Company. © 1993 The Upper Deck Company. All Rights Reserved. Printed in the U.S.A. All properties © 1994 and ™ Voyager Communications Inc., except Turok & Magnus Robot Fighter. © 1994 Voyager Communications Inc. & Western Publishing Company, Inc. and ™ Western Publishing Company, Inc. Solar, Man of the Atom is a registered trademark of Western Publishing Company, Inc.

PROREVIEW

Super NES

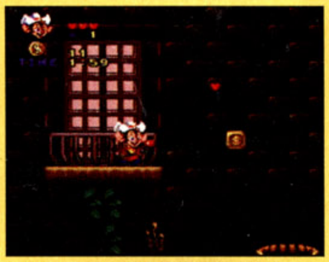
AN AMERICAN TAIL
FIEVEL GOES WEST™

By Andromeda

Fievel's got a big problem. His family, the Mousekowitzes, are about to become dinner for Cat R. Waul. Fievel has to snarl the cat's plans, or resign himself to becoming a mouse-size entree.

A Tail as Old as Time

As Fievel, your task is as straightforward as gaming gets: Survive to the end of each of the five side-scrolling action/adventure levels. Although this game's gonna seem like old hat to experienced gamers, it kicks up enough dust to keep dude cowboys and other novices happy.



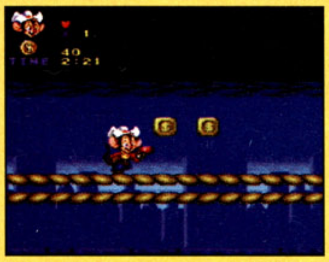
PROTIP: You'll find the first large Heart in this money block at the beginning of Stage 1-1. These Hearts give you greater health capacity.

Super NES Game ProFile
An American Tail: Fievel Goes West
(By Hudson Soft)

Fievel's a big hero to the under-ten set, and his first video game adventure is geared to please his biggest fans. The amusing graphics and easy game play are perfect for beginning gamers.

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.5	3.5	3.5	4.0	Beginner

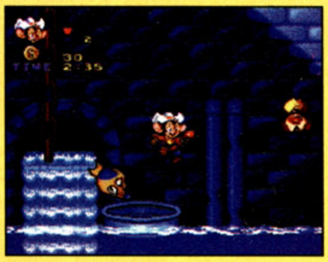
Price not available	5 levels
Available April	Side view
Action/adventure	Side-scrolling
1 player	



PROTIP: Shoot money blocks for power-ups, but first make sure you don't need to leap off them to reach higher spots.

Each level mirrors a scene from the animated movie, *An American Tail: Fievel Goes West.* Fievel has to pass the obstacles and fend off hungry cats with his pistol, which fires corks and then water if you grab the right power-up. Besides weapon power-ups, Fievel can nab extra life and health, a continue icon, invincibility, and, of course, 1-ups. The power-ups are hidden inside boxes, and appear when Fievel shoots at the boxes.

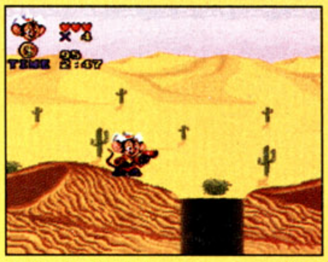
The movie's famous stars, like Cat R. Waul, Chula, One Eye, and Puppet, are the big bosses at the end of each stage. They're nice to look at, but have predictable patterns and are easy to stomp.



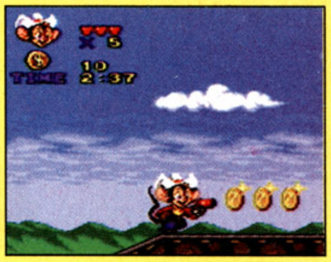
PROTIP: In Stage 2, it's easier to dodge the fish by jumping into the water and wading.

Fievel's easy to maneuver, with simple two-button jump-and-shoot controls. Like so many platform games, though, he has an annoying habit of jumping in the wrong place at the wrong time. You'd swear his feet landed on that block, partner, but he plunges to the big corral in the sky anyway.

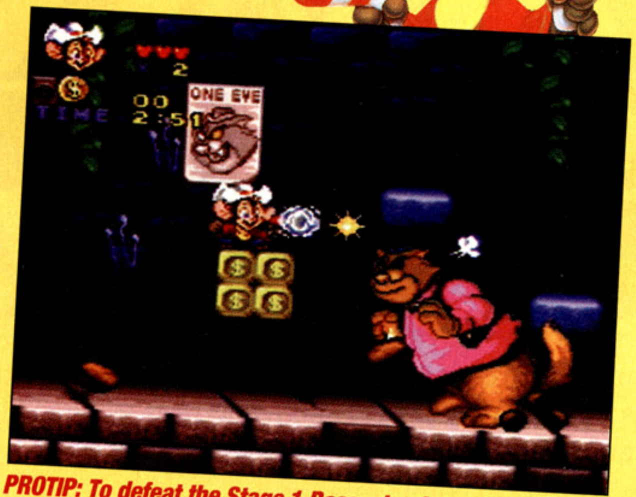
An American Tail is set in the western frontier, complete with cowpokes and other varmints. The game's graphics are nicely drawn. They capture the qualities of the movie animation and are quite charming. Unfortunately, the stage graphics are repetitive and the side-scrolling action is linear, which combine to give the game a mechanical predictability.



PROTIP: Watch out for the pit that opens at the beginning of Stage 4-1.



PROTIP: If you fall off the train in Stage 3, just keep runnin' to the right and you'll mosey right on out of the stage.



PROTIP: To defeat the Stage 1 Boss, stand on top of the yellow money blocks and use your rapid-fire weapon on him. Fievel makes short work of him in no time at all.

What's more, Hudson's license didn't include the rights to use any of the great tunes from the movie. Their addition would have made the soundtrack shine.

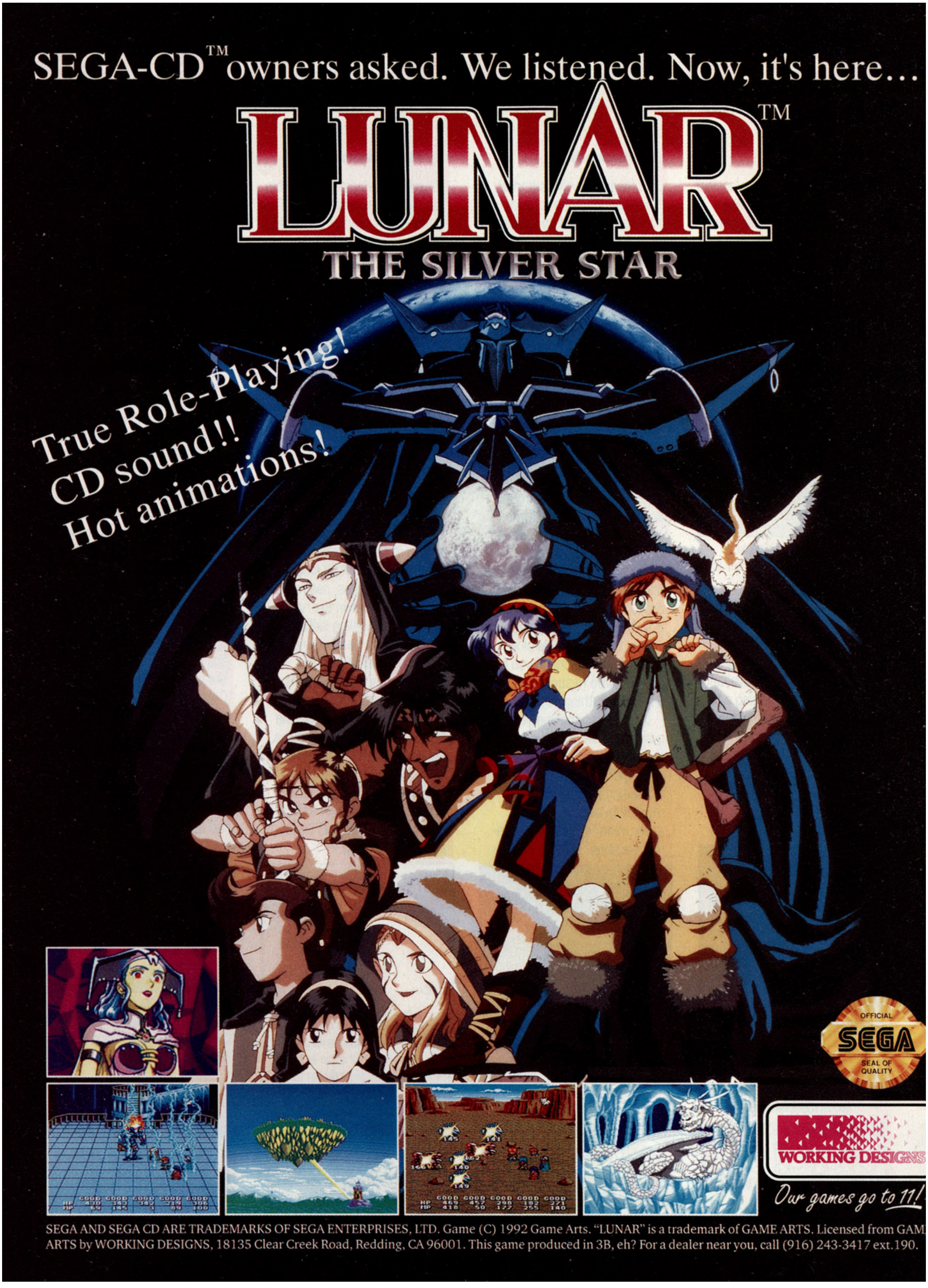
America the Beautiful

Overall, An American Tail's just what it claims to be: a simple platform game based on a popular animated movie. It's a good first game for beginning cowpokes, but it's too linear and predictable for anyone used to more advanced range riding. **G**

SEGA-CD™ owners asked. We listened. Now, it's here…

LUNAR™

THE SILVER STAR


True Role-Playing!
CD sound!!
Hot animations!
OFFICIAL
SEGA
SEAL OF QUALITY
WORKING DESIGNS
Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game (C) 1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAM
ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. This game produced in 3B, eh? For a dealer near you, call (916) 243-3417 ext.190.

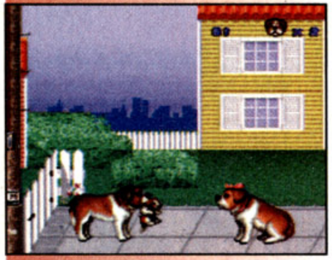
Super NES

Beethoven's 2nd

By Boss Music

Beethoven was a great classical music composer. He's also Hollywood's latest canine star. Only this time, the creation isn't a masterpiece, it's a dog.

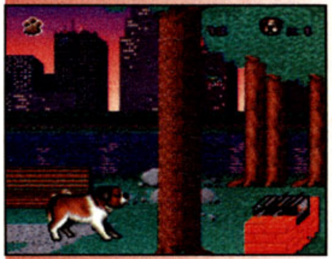
You play as that slobbering, smelly St. Bernard known as Beethoven. Your dogged mission is to rescue your entire family – the mommy dog and all the puppies.



PROTIP: In Level 1, Scene 2, carry Chubby to his mother to beat the level.

The controls in this mangy side-scroller need a flea dip. Your dog is slow, hard to turn, and frustrating. The constant object-jumping is repetitive, and often you can't help taking a hit. Stale graphics and poorly tuned music add little to the cart.

This cart has some cute, cuddly elements, and it's great for little kids, but the slow game play and the weak premise belong in the doghouse.



PROTIP: Shimmy to put out the barbecue.

Beethoven's 2nd
(By Hi Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	2.5	2.0	INT. Intermediate

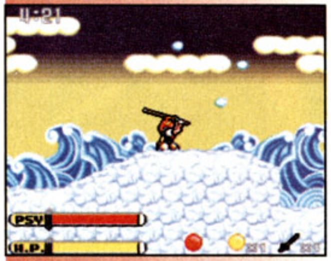
$59.95	1 player
4 megs	8 levels
Available now	Side view
Action	

Super NES

Kendo Rage

By Andromeda

Jo's having a weird summer. She went to Japan to study Kendo and ended up having to banish evil from the world.

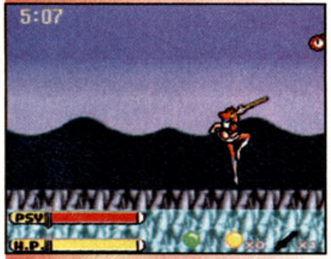


PROTIP: Don't sink too far into the snow during Stage 2.

Kendo's an ancient martial art that uses a bamboo stick as a weapon. Jo battles through seven stages of hand-to-hand combat with a host of strange monsters and bosses.

Jo can run, jump, hit with her stick, and use her psychic powers to summon powerful special attacks. Power-ups abound during the predictable side-scrolling levels, but all you really have to do to survive is whack everything in sight.

Colorful Japanese-style graphics liven up this otherwise dull game. Poor control and weak game play don't make this worth playing through more than once or twice – never mind for an entire summer vacation.



PROTIP: Jump up above the water in Stage 3 to search for hidden special items.

Kendo Rage
(By Seta)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	2.5	INT. Intermediate

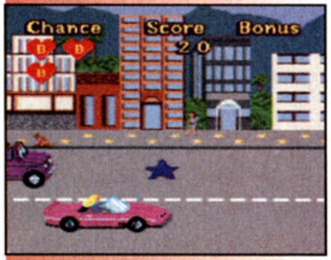
$58.95	1 player
8 megs	7 rounds
Available now	Side view
Action/adventure	Multi-scrolling

Super NES

Barbie Supermodel

By Miss Chievous

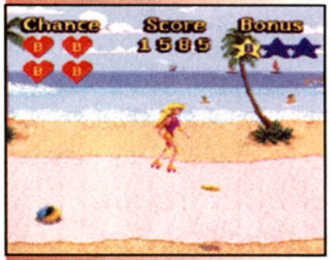
Warning: If you're not a Barbie fan, don't read any further. This game's only going to appeal to Barbie fanatics and beginning gamers.



PROTIP: Speed kills. Vary your speed to pick up special items and avoid obstacles.

Barbie's set her sights on becoming a world-famous fashion model. She cruises the streets in her pink convertible, making important pit stops to learn how to dress, use make-up, pirouette down the runway, and other modeling skills.

The graphics and sound aren't top quality, and the action is very slow. Barbie's car crawls down the highway and she leisurely skates down the beach. Unless you're a novice, the game play is too simplistic. But, hey, if you're looking for a gift for your little sister, and Barbie's her best bud, this cart may be just the ticket. Then again, maybe not.



PROTIP: Stay at the upper part of roads and walkways so that you have enough time to react to the objects that fly up at you.

Barbie Supermodel
(By Hi Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	2.5	BEG. Beginner

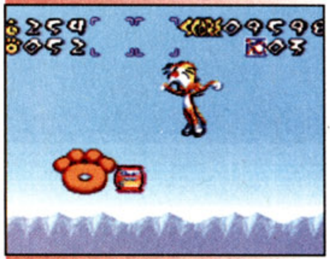
$69.95	1 player
8 megs	3 areas
Available now	Side view
Action/adventure	Side-scrolling

Super NES

Chester Cheetah... Wild, Wild Quest

By The Unknown Gamer

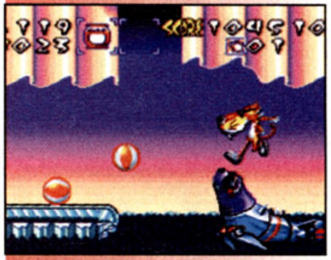
It's not easy being cheesy, and Chester should know – he's the cheesiest cat around in his latest action/adventure game.



PROTIP: "Swim" to the top of each level to find helpful special items and to reach otherwise unreachable spots.

Chester looks pretty cool here. He's bigger than he was in his first adventure. Once you've seen Chester's repertoire of faces, though, there isn't much about this game to enjoy. The game play is simple hop-n-bop, with a lackluster story line, uninspiring power-ups, and a damage system that'll make you feel like you're choking on your Cheetohs (one hit and Chester's history – unless he's got a bag of Cheese Puffs).

It takes more than a pretty face to make a video game – you gotta put a video game behind the license, or you're not gonna fool anyone. Sorry Chester!

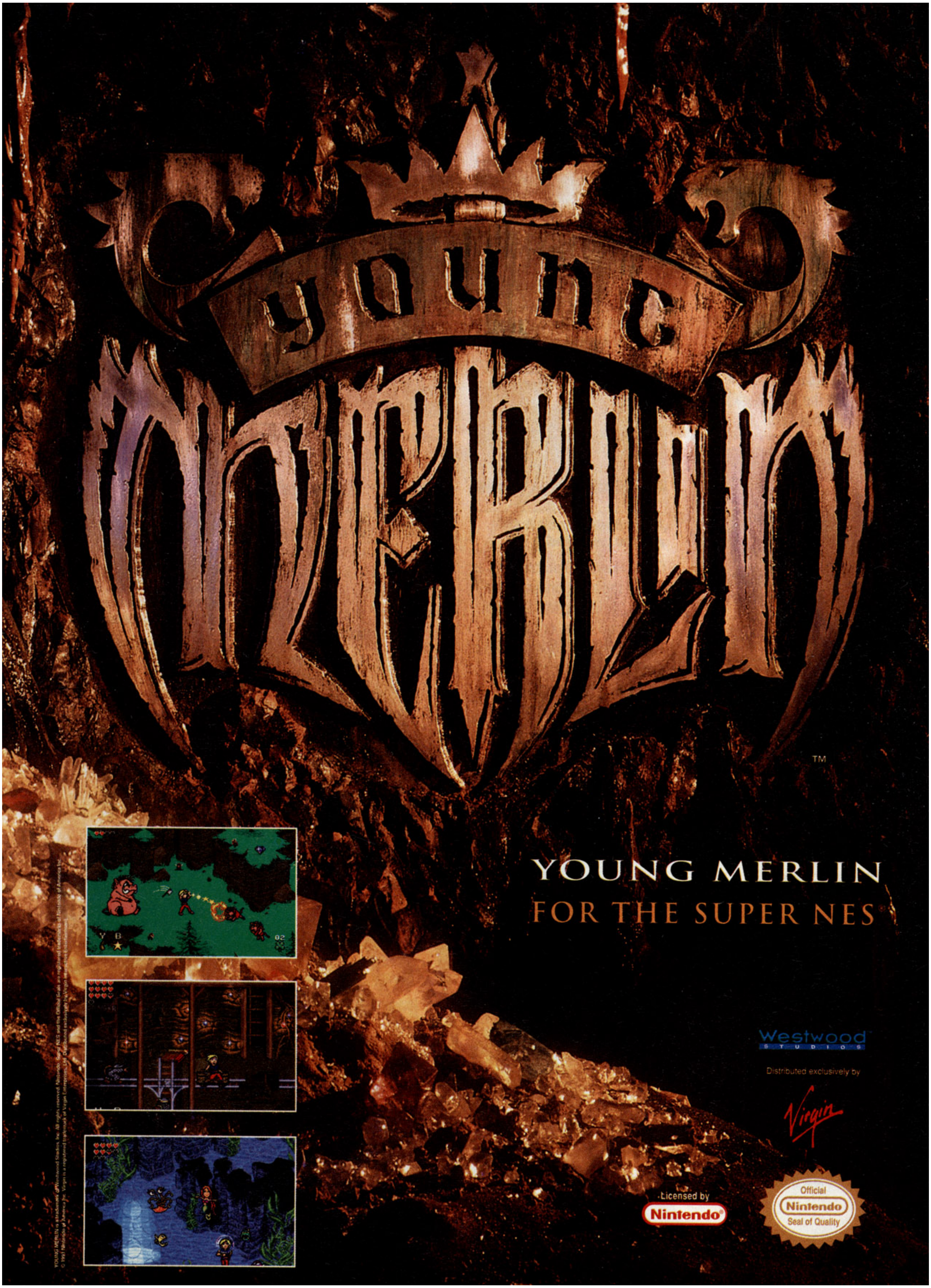


PROTIP: "Swimming" is the best way to dodge projectiles and to land on bosses when they're vulnerable.

Chester Cheetah...Wild, Wild Quest
(By Kaneko)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	2.0	ADJ. Adjustable

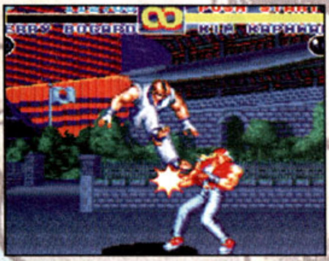
Price not available	1 player
8 megs	10 levels
Available January	Side view
Action/adventure	Multi-scrolling


YOUNG
MERLIN
™
YOUNG MERLIN
FOR THE SUPER NES®
Westwood STUDIOS
Distributed exclusively by
Virgin
Licensed by Nintendo®
Official Nintendo Seal of Quality

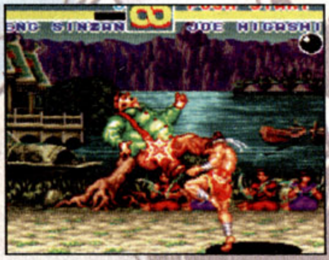
YOUNG MERLIN is a trademark of Westwood Studios, Inc. All rights reserved. Nintendo, Super NES and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Distributed exclusively by Virgin Interactive Entertainment.

By Lawrence of Arcadia

This may be the game that proves you don't need a Neo•Geo home system to play Neo•Geo fighting games. This early version of Takara's Fatal Fury 2 translation for the SNES has the graphics and the speedy game play that made the game a classic in the 100 Mega Shock series for the Geo.



Kim does a tap dance that'll make your head spin.



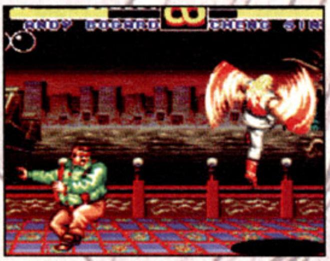
Cheng loves to throw his considerable weight around.

Fatal and Furious

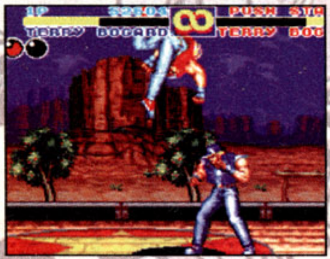
Fatal Fury 2 looks like a heavyweight contender. Takara's kept intact the gorgeous background scenery, the foreground and background fighting shifts, and each character's special moves.

The sprites are large and in charge, and although some system limitations are evident, the scrolling looks smooth, and the main character sprites are clean and colorful.

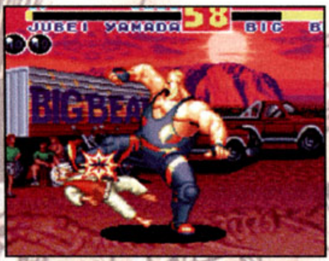
You're fighting to avenge the death of the Bogards' father, who was killed by the notorious Geese Howard. You can play as any of the eight original characters, including Mai Shiranui, the Bogard boys, or Jubei Yamada. After defeating each of the first eight characters in a standard best-of-three match, you have to go against three bosses to reach the last boss, Wolfgang Krauser.



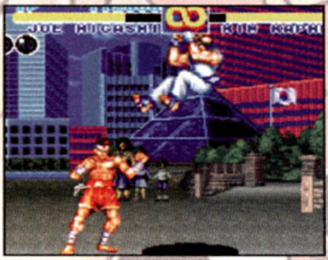
Andy puts a fatal new spin on some old moves.



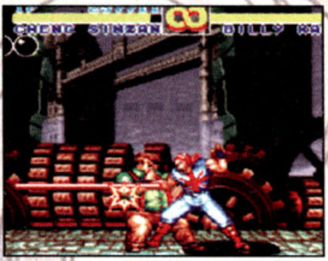
Terry's Rising Knuckle is still effective...and deadly.



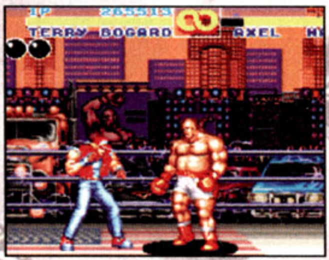
Big Bear slams the competition into the dust.



Joe Higashi has a knuckle with your name on it.



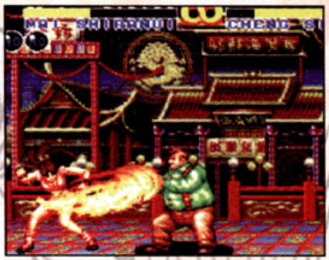
Billy Kane is back, and he's swinging that stick, trying to get you into the gears.



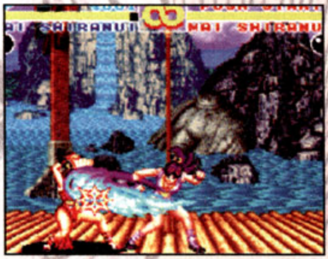
Axel puts a little punch of his own into the party!

Fight for Your Right

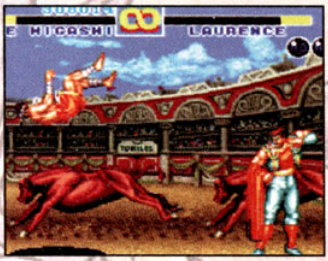
It looks like Street Fighter II and Mortal Kombat will get a run for their money when Fatal Fury 2 hits the shelves. Here are some awesome scenes from the game to tide you over until then. G



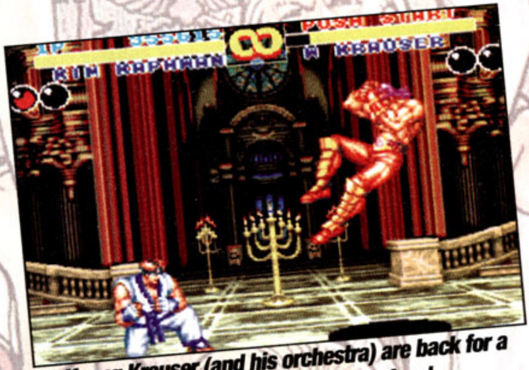
Mai knows she shouldn't play with fire...



...but she's been burned before.



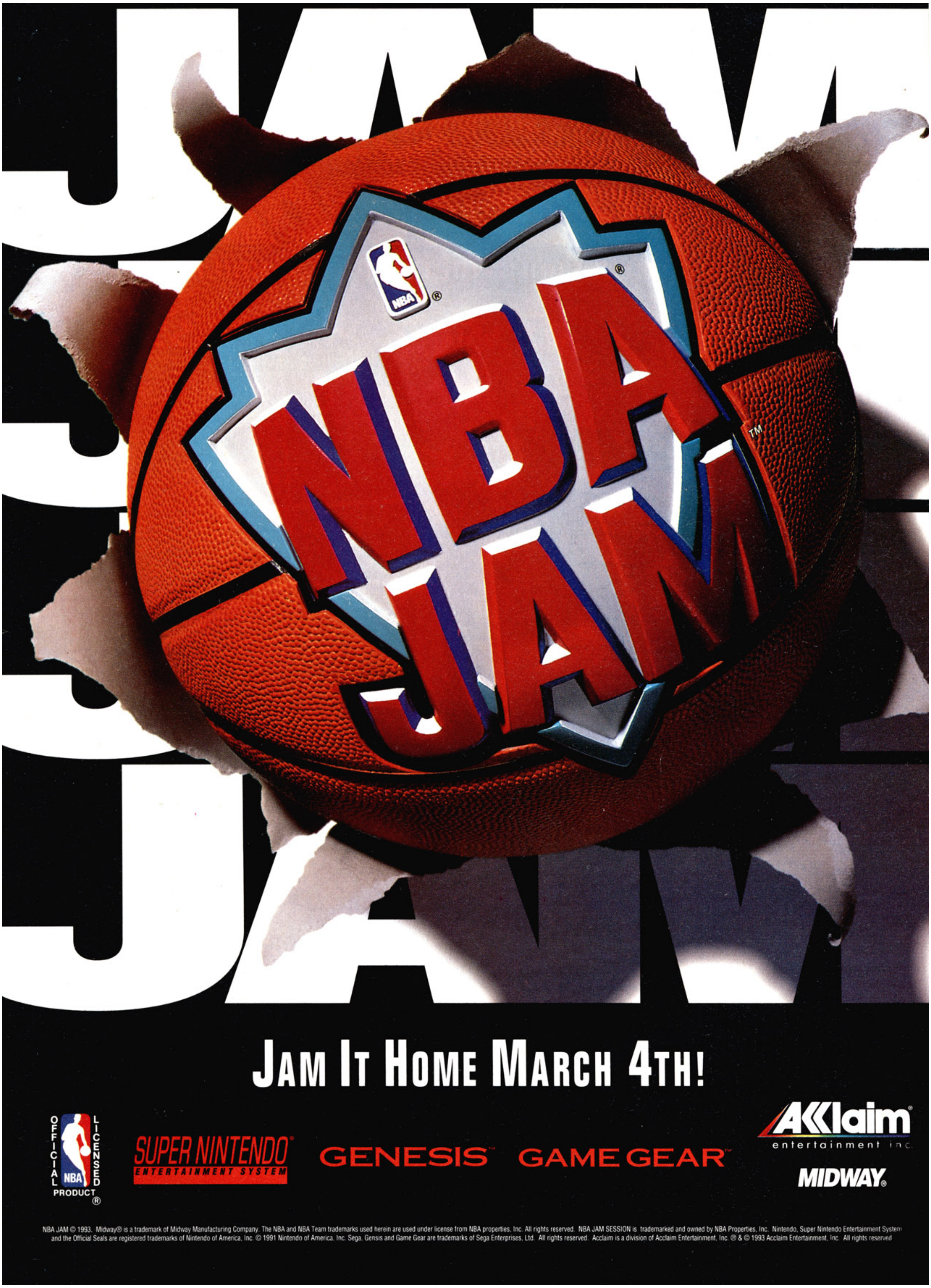
Laurence Blood will show you just how full of bull he is!



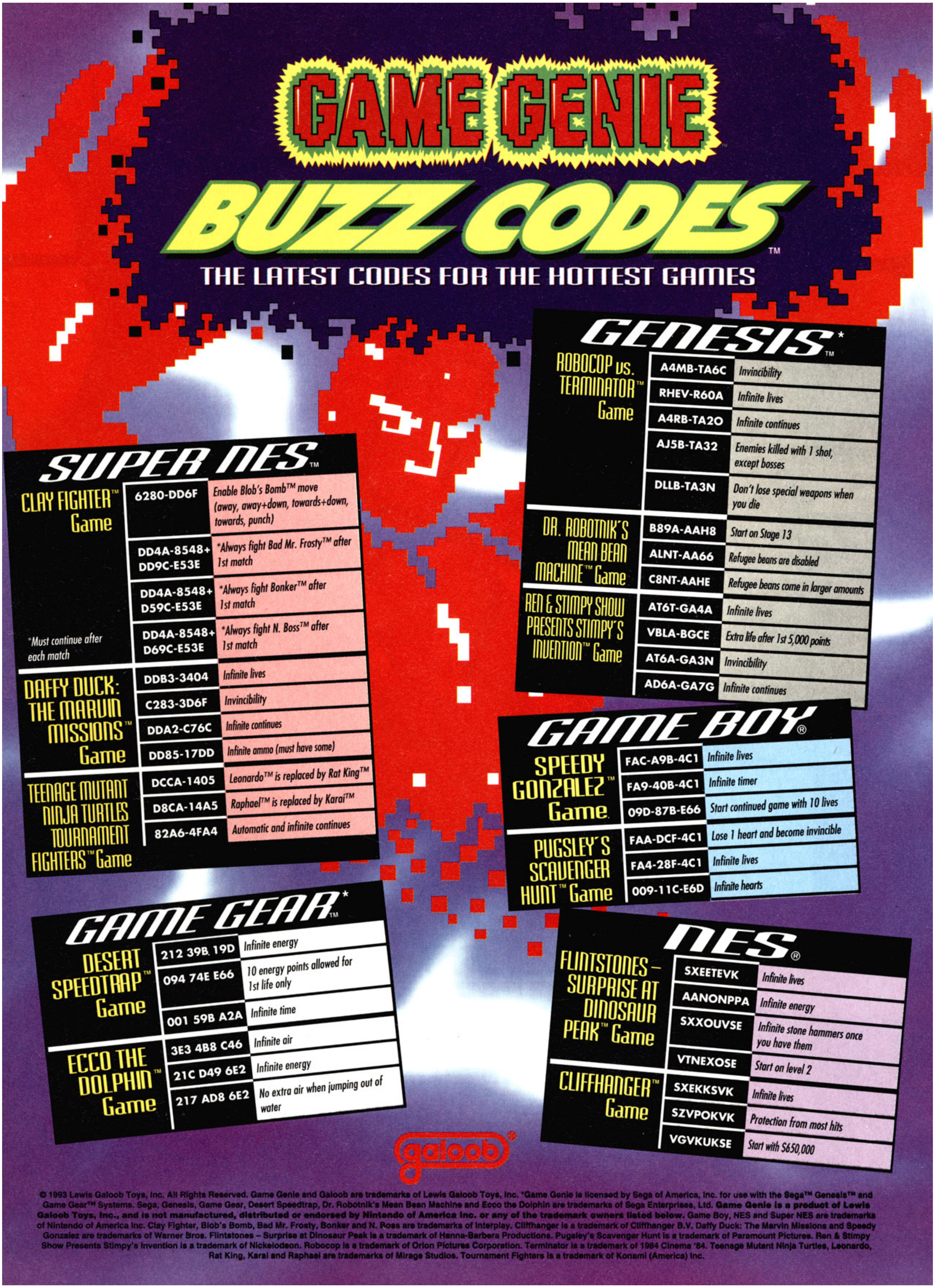
Wolfgang Krauser (and his orchestra) are back for a one-night-only engagement with your face!

Fatal Fury 2
By Takara
Available April

FATAL FURY II


JAM
JAM
JAM
NBA
NBA JAM™
JAM IT HOME MARCH 4TH!
OFFICIAL LICENSED NBA PRODUCT®
SUPER NINTENDO® ENTERTAINMENT SYSTEM
GENESIS™
GAME GEAR™
AKLAIM® entertainment inc.
MIDWAY®

NBA JAM © 1993. Midway® is a trademark of Midway Manufacturing Company. The NBA and NBA Team trademarks used herein are used under license from NBA properties, Inc. All rights reserved. NBA JAM SESSION is trademarked and owned by NBA Properties, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Gensis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1993 Acclaim Entertainment, Inc. All rights reserved



GAME GENIE

BUZZ CODES™

THE LATEST CODES FOR THE HOTTEST GAMES

SUPER NES™

CLAY FIGHTER™ Game	6280-DD6F	Enable Blob's Bomb™ move (away, away+down, towards+down, towards, punch)
	DD4A-8548+ DD9C-E53E	*Always fight Bad Mr. Frosty™ after 1st match
	DD4A-8548+ D59C-E53E	*Always fight Bonker™ after 1st match
	DD4A-8548+ D69C-E53E	*Always fight N. Boss™ after 1st match
DAFFY DUCK: THE MARVIN MISSIONS™ Game	DDB3-3404	Infinite lives
	C283-3D6F	Invincibility
	DDA2-C76C	Infinite continues
	DD85-17DD	Infinite ammo (must have some)
TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS™ Game	DCCA-1405	Leonardo™ is replaced by Rat King™
	D8CA-14A5	Raphael™ is replaced by Karai™
	82A6-4FA4	Automatic and infinite continues

*Must continue after each match

GAME GEAR™*

DESERT SPEEDTRAP™ Game	212 39B 19D	Infinite energy
	094 74E E66	10 energy points allowed for 1st life only
	001 59B A2A	Infinite time
ECCO THE DOLPHIN™ Game	3E3 4B8 C46	Infinite air
	21C D49 6E2	Infinite energy
	217 AD8 6E2	No extra air when jumping out of water

GENESIS™*

ROBOCOP VS. TERMINATOR™ Game	A4MB-TA6C	Invincibility
	RHEV-R60A	Infinite lives
	A4RB-TA2O	Infinite continues
	AJ5B-TA32	Enemies killed with 1 shot, except bosses
	DLLB-TA3N	Don't lose special weapons when you die
DR. ROBOTNIK'S MEAN BEAN MACHINE™ Game	B89A-AAH8	Start on Stage 13
	ALNT-AA66	Refugee beans are disabled
	C8NT-AAHE	Refugee beans come in larger amounts
REN & STIMPY SHOW PRESENTS STIMPY'S INVENTION™ Game	AT6T-GA4A	Infinite lives
	VBLA-BGCE	Extra life after 1st 5,000 points
	AT6A-GA3N	Invincibility
	AD6A-GA7G	Infinite continues

GAME BOY®

SPEEDY GONZALEZ™ Game	FAC-A9B-4C1	Infinite lives
	FA9-40B-4C1	Infinite timer
	09D-87B-E66	Start continued game with 10 lives
PUGSLEY'S SCAVENGER HUNT™ Game	FAA-DCF-4C1	Lose 1 heart and become invincible
	FA4-28F-4C1	Infinite lives
	009-11C-E6D	Infinite hearts

NES®

FLINTSTONES – SURPRISE AT DINOSAUR PEAK™ Game	SXEETEVK	Infinite lives
	AANONPPA	Infinite energy
	SXXOUVSE	Infinite stone hammers once you have them
	VTNEXOSE	Start on level 2
CLIFFHANGER™ Game	SXEKKSVK	Infinite lives
	SZVPOKVK	Protection from most hits
	VGVKUKSE	Start with $650,000

galoob®

© 1993 Lewis Galoob Toys, Inc. All Rights Reserved. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. *Game Genie is licensed by Sega of America, Inc. for use with the Sega™ Genesis™ and Game Gear™ Systems. Sega, Genesis, Game Gear, Desert Speedtrap, Dr. Robotnik's Mean Bean Machine and Ecco the Dolphin are trademarks of Sega Enterprises, Ltd. **Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. or any of the trademark owners listed below.** Game Boy, NES and Super NES are trademarks of Nintendo of America Inc. Clay Fighter, Blob's Bomb, Bad Mr. Frosty, Bonker and N. Ross are trademarks of Interplay. Cliffhanger is a trademark of Cliffhanger B.V. Daffy Duck: The Marvin Missions and Speedy Gonzalez are trademarks of Warner Bros. Flintstones – Surprise at Dinosaur Peak is a trademark of Hanna-Barbera Productions. Pugsley's Scavenger Hunt is a trademark of Paramount Pictures. Ren & Stimpy Show Presents Stimpy's Invention is a trademark of Nickelodeon. Robocop is a trademark of Orion Pictures Corporation. Terminator is a trademark of 1984 Cinema '84. Teenage Mutant Ninja Turtles, Leonardo, Rat King, Karai and Raphael are trademarks of Mirage Studios. Tournament Fighters is a trademark of Konami (America) Inc.

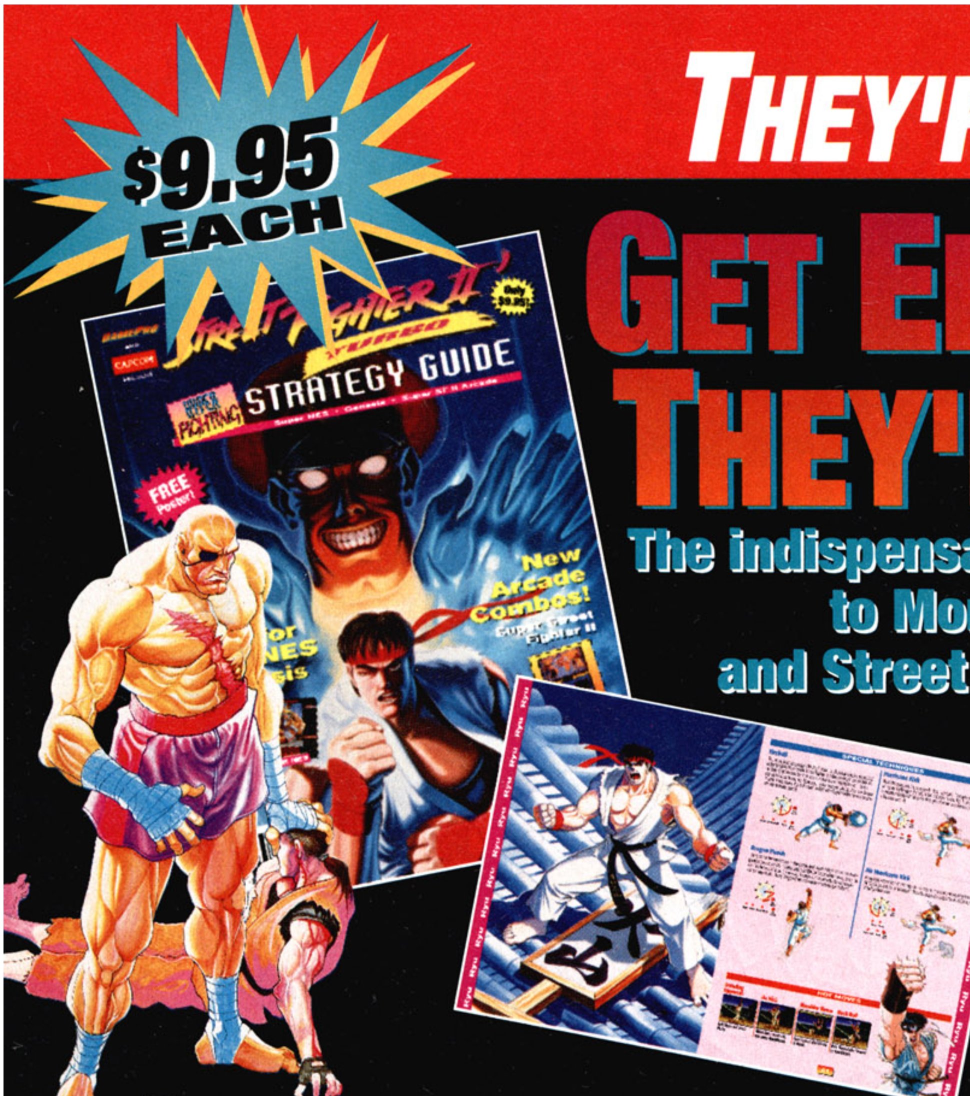
'94 FLEER® ULTRA™
FATAL ATTRACTIONS
X-OVERS
'94 FLEER ULTRA
X-MEN
STORM
SUPER HEROES
X-MEN
BEAST
SUPER HEROES
'94 FLEER ULTRA
X-MEN
X-MEN™
PREMIERE EDITION
TRADING CARDS
MARVEL COMICS

Produced And Distributed Exclusively By Fleer Corp.

TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved.

$9.95 EACH

THEY'RE HERE !!



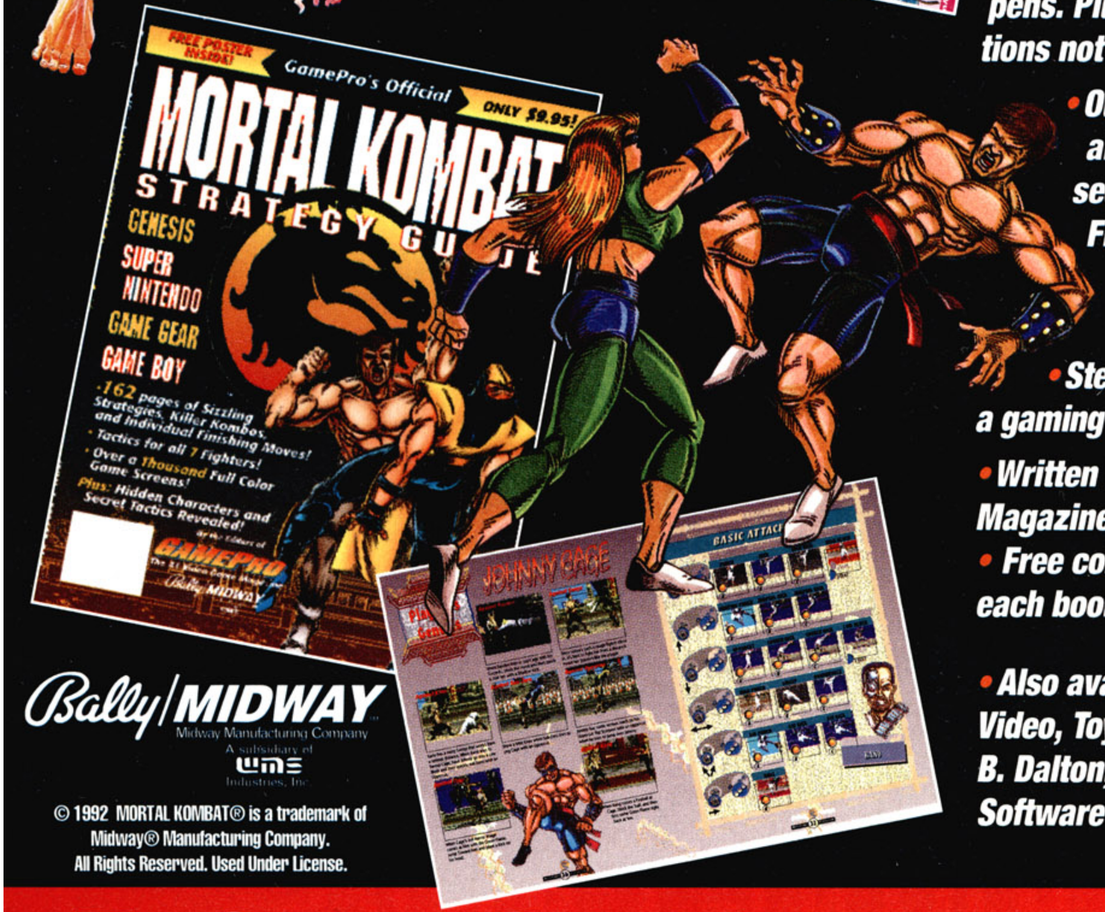
GamePro
Street Fighter II' Turbo
CAPCOM
Strategy Guide
Super NES · Genesis · Super SF II Arcade
FREE Poster!
New Arcade Combos!
Super Street Fighter II

GET EM WHILE THEY'RE HOT!

The indispensable strategy guides to Mortal Kombat and Street Fighter II Turbo!

- Over 160 action-packed pages of COMPLETELY NEW, game winning shots, blocks and codes for these two megahit carts.
- Over 2,000 full-color game screens…see the action as it happens. Plus tons of original illustrations not available anywhere else!
- Our Street Fighter II book also includes an exclusive section on Super Street Fighter II for the Arcades with the four newest challengers!
- Step by step photos make you a gaming expert!
- Written By the Editors of GamePro Magazine!
- Free collector's edition poster in each book!

- Also available at Blockbuster Video, Toys R Us, Walden Books, B. Dalton, The Wherehouse, and Software Etc.



FREE POSTER INSIDE!
GamePro's Official
ONLY $9.95!
MORTAL KOMBAT
STRATEGY GUIDE
GENESIS
SUPER NINTENDO
GAME GEAR
GAME BOY
·162 pages of Sizzling Strategies, Killer Kombos, and Individual Finishing Moves!
· Tactics for all 7 Fighters!
· Over a Thousand Full Color Game Screens!
Plus: Hidden Characters and Secret Tactics Revealed!
GAMEPRO
Bally MIDWAY
JOHNNY CAGE
BASIC ATTACKS

Bally/MIDWAY
Midway Manufacturing Company
A subsidiary of
WMS
Industries, Inc.

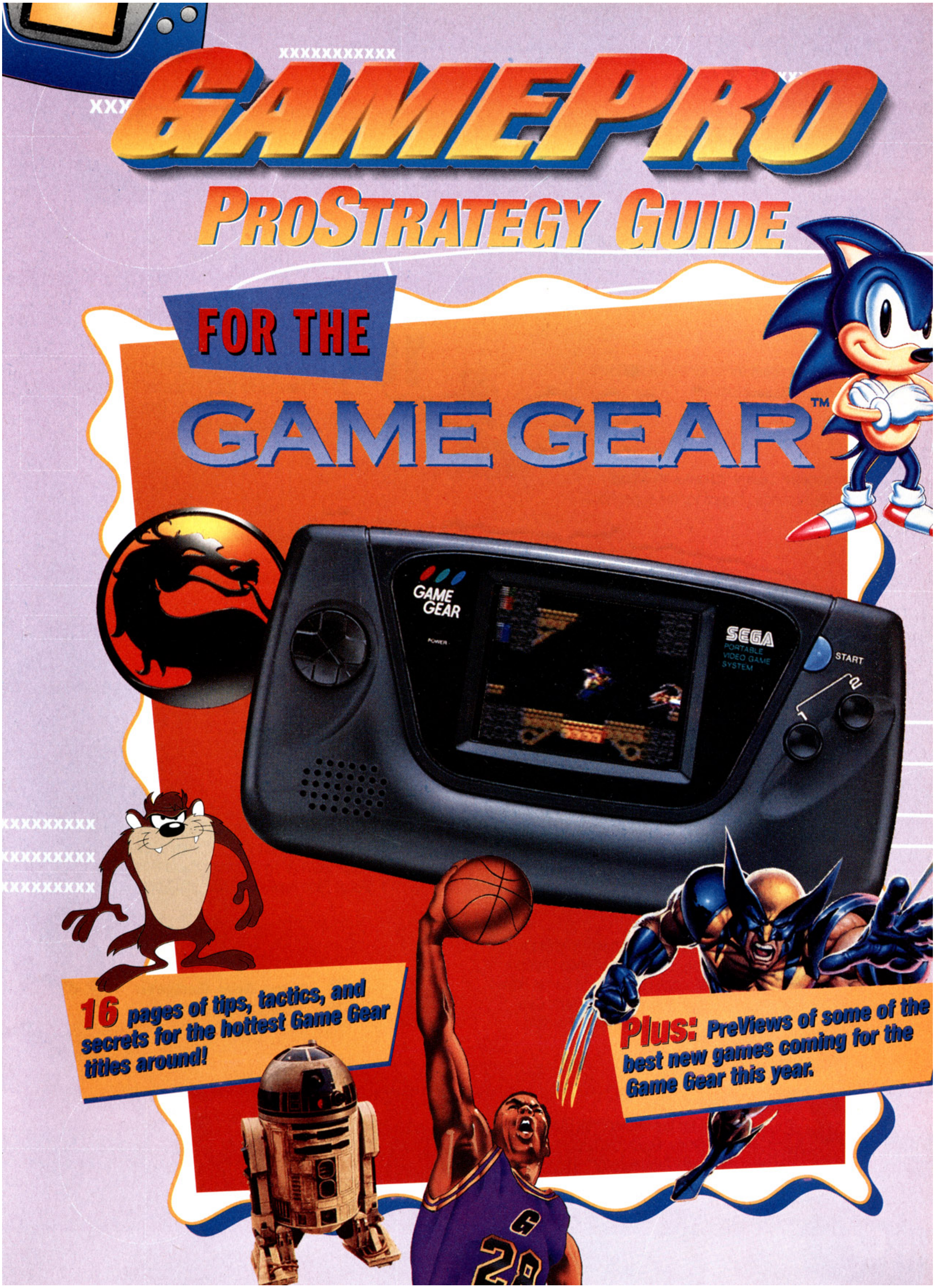
© 1992 MORTAL KOMBAT® is a trademark of Midway® Manufacturing Company. All Rights Reserved. Used Under License.

To Order Call 1-415-330-4PRO

GAMEPRO

PROSTRATEGY GUIDE

FOR THE GAME GEAR™


GAME GEAR
POWER
SEGA
PORTABLE VIDEO GAME SYSTEM
START
2
1

16 pages of tips, tactics, and secrets for the hottest Game Gear titles around!

Plus: PreViews of some of the best new games coming for the Game Gear this year.

Table of Contents

87 **Game Gear Trivia:** How much do you know about your game Gear? Take our quiz and learn more than you ever wanted to.

88 **X-Men Mark the Spot:** X-cellent tricks for the latest Game Gear superheroes.

89 **Super Sonic Chaos Tricks:** Well-rounded tactics for the super hog.

90 **The Magic Kingdom:** Strategies for making magic in Deep Duck Trouble Starring Donald Duck, The Land of Illusion Starring Mickey Mouse, Ariel: Disney's The Little Mermaid, and TaleSpin.

91 **Cartoon Craziness:** Wacky tricks for Desert Speedtrap Starring Road Runner & Wile E. Coyote, Taz-Mania, Cool Spot, Battletoads, and Chuck II: Son of Chuck.

92 **The Sports Pages:** Game-winning tactics for Evander Holyfield's "Real Deal" Boxing, Wimbledon Tennis, Ayrton Senna's Super Monaco GP II, World Series Baseball, PGA Tour Golf, Formula One, World Cup Soccer, Riddick Bowe Boxing, and NBA Jam.

102 **Stupid Pet Tricks:** Fun with Quest for the Shaven Yak Starring Ren Höek & Stimpy, Ecco the Dolphin, Jurassic Park, and Tom & Jerry – The Movie.

103 **Game Gear Combat:** Go head-to-head with Streets of Rage 2, Shinobi II, and Mortal Kombat.

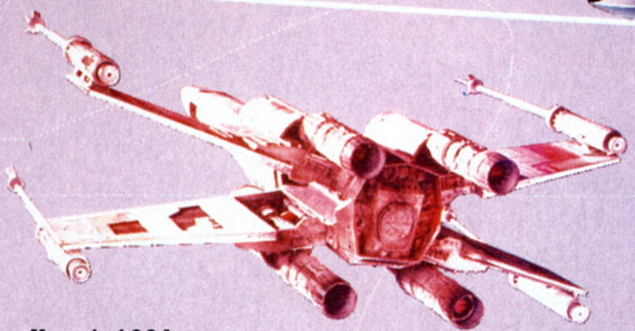
104 **Sci Fi:** The Force is with you when you fire up these tricks for Terminator 2: Judgment Day, Robocop vs. The Terminator, Robocop 3, and Star Wars.

105 **Put the Pieces Together:** Strategic moves for Dr. Robotnik's Mean Bean Machine, GearWorks, Poker Face Paul's Blackjack, and Poker Face Paul's Poker.

106 **Evasive Maneuvers:** Top secret strategies for James Bond 007 and Desert Strike.

107 **Sneak PreViews:** Take a look at the bumper crop of Game Gear titles coming your way – Disney's Aladdin, GP Rider, NBA Action Starring David Robinson, Poker Face Paul's Solitaire, and Sonic Spinball.

108 **Game Gear Gadgets:** This year's hot peripherals.



Game Gear Trivia

How well do you know the specs of your Game Gear? Answer the following questions, tally your score, and rate your Game Gear I.Q. The answers are at the bottom of the page.

GAME GEAR
POWER
SEGA
PORTABLE VIDEO GAME SYSTEM
START
1
2
LUKE
SCORE
TIME

1. What kind of batteries does your Game Gear use, and how long do they last?
2. What other ways are there to power your Game Gear?
3. What kind of a CPU does your Game Gear run on?
4. How big is the RAM of your Game Gear?
5. How big is the V-RAM of your Game Gear?
6. What size dot matrix display does the Game Gear screen have, and how many colors can it display on-screen at once?
7. How many sprites can the Game Gear display on-screen at once, what size dot matrix can they be, and how many colors can each sprite have?
8. What is the total number of colors available in the Game Gear?
9. In what directions can Game Gear graphics scroll?
10. What are the dimensions of the Game Gear screen in millimeters?

Your Game Gear Quotient:

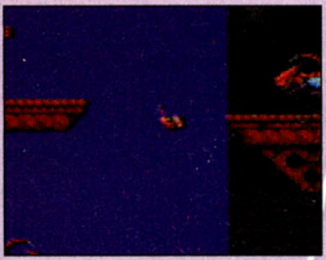
0 points:	The only hand-held device you should carry is a book.
1-4 points:	Well, at least you know which side the screen is on.
5-8 points:	It's good to see you're making use of the opposable thumbs Mother Nature gave you.
9-10 points:	Unbelievable! You're a Game Gear Pro. Get the Nobel committee on the phone.

Answers:

Answer 1: Six AA batteries (3 hours)
Answer 2: An AC adaptor, a battery pack, or a car adaptor
Answer 3: The CPU is a 3.58 MHZ Z80A (CMOS Type)
Answer 4: 64 Kbit
Answer 5: 128 Kbit
Answer 6: Scrolling screens can display a 160 x 146 dot matrix, with 32 on-screen colors.
Answer 7: It can display 64 sprites on-screen with dimensions of 8 x 8 or 16 x 16 dot and 16 colors each.
Answer 8: 4096 colors are available in the Game Gear's palette.
Answer 9: They can scroll horizontally, vertically, or diagonally.
Answer 10: The screen is 65.27 mm wide x 48.90 mm tall.

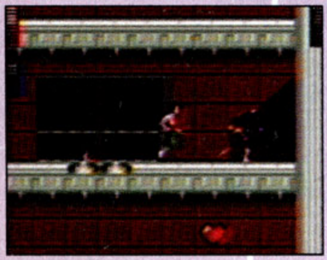
X-Men Mark the Spot

Spelunking



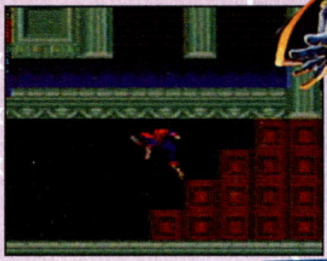
Search the Brood Caves carefully. Many secret platforms are behind the waterfalls.

Give Him the Cold Shoulder



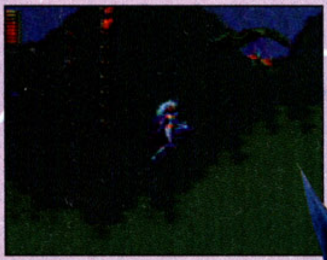
Direct attacks only make Sebastian Shaw grow stronger. Try to maneuver him into one of his own traps. Cold showers do the most damage to him.

Secret Passage



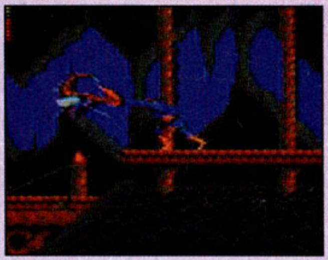
Go to the basement in the Hellfire Club and walk to the far right-hand corner. You'll find a hidden passage that leads to a secret floor in the club. The floor is filled with power-up icons.

Savage Strategies



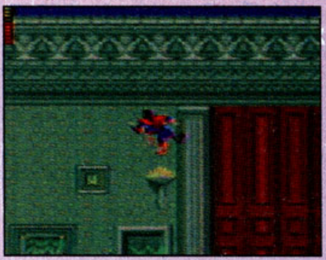
When you reach the Savage Land, use the X-Men with flying powers to fight Sauron. You'll need Storm or Rogue's fast flight and maneuverability to defeat him.

Save Your Strength



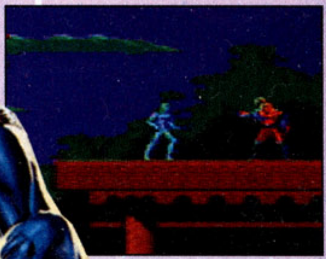
Save your mutant powers when you're fighting the Brood warriors. Your reach is slightly longer than theirs, giving you the advantage.

Leap to New Heights



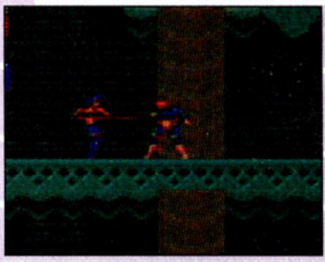
Nightcrawler can leap higher than you may have thought possible. Use his BAMF! at the apex of his jump to reach places you never dreamed of.

Power Up to Defeat Omega Red



When you reach the Madripoor boss, Omega Red, continue to walk to the right. Just past him you'll find a health icon that will restore your energy and prepare you for the battle ahead.

Morlock Tunnels Shortcut

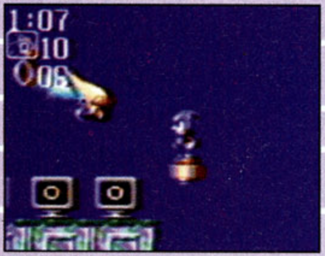


In the Morlock Tunnels, a shortcut leads directly to the boss, Callisto. To find it, go to the lowest platform and walk to the far right. Walk through the sewage (you'll take some damage) and under the tunnel walls. Look up, and you'll be face to face with Callisto. Beware, though, if you take this route you'll miss out on special power-ups and health icons you may need later on.

X-MEN™
MARVEL COMICS

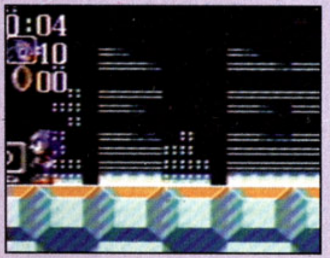
SUPER SONIC CHAOS TRICKS

Pogo Strategies



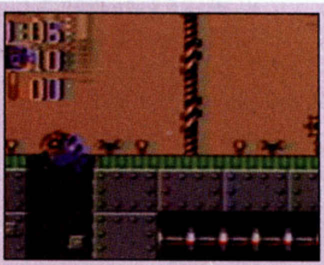
Use the pogo springs to reach higher places in the Sleeping Egg Zone. Jump off just at the top of the button's arc to leap even higher.

Gigapolis Zone Boss



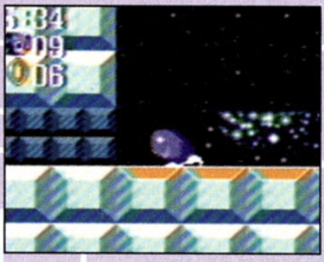
At the beginning of the third Act of the Gigapolis Zone, head left for a hidden Ring Monitor. You'll need these Rings before you take on the boss. To beat the boss, keep bonkin' him on the head.

Mecha Green Hill Zone 1-Up



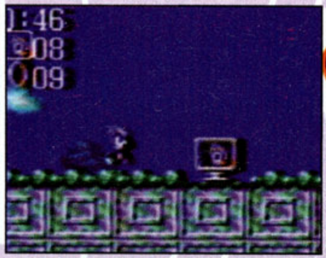
There's a 1-up at the beginning of the first act in the Mecha Green Hill Zone. Just break through the blocks and drop to a secret room below. After you've grabbed the 1-up, break out of the room by bustin' through the blocks to your right.

Gigapolis Zone 1-Up



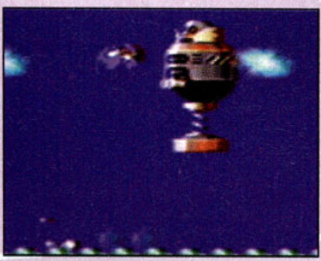
Look for small, square blocks in the Gigapolis Zone and others. You can usually bust through 'em to reach hidden tunnels for secret surprises. Bust through here in the first Act of the Gigapolis Zone, and you'll find a 1-up.

Sleeping Egg Zone 1-Up



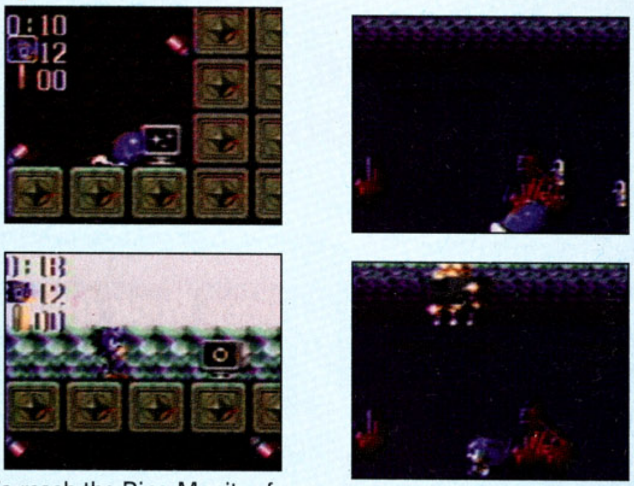
To find an easy 1-up in the Sleeping Egg Zone, go left at the beginning of the Act, then use the jumping buttons to vault up to a ledge with a 1-up.

Unplug the Electric Egg Zone Boss



Beating the Egg Zone Boss is tough. Sonic has to nail him on the top of his head while dodging his ricocheting shots.

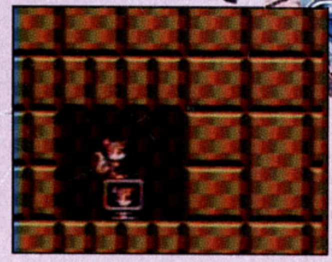
Aqua Planet Zone Boss



To reach the Ring Monitor for the boss in the Aqua Planet Zone, go to the Invincibility Monitor and bust through the blocks to your right. You'll be zapped to the Ring Monitor. This boss is the trickiest in the game. To beat the little birdies the easy way, stand in the center of the screen and do the Spin Dash, but don't move. When the birdies are gone, bounce and bonk the ship until it blows. Finally, dodge the missiles and bonk the ship a final time.

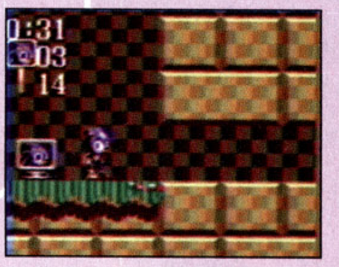
SONIC THE HEDGEHOG CHAOS™

Turquoise Hill 1-Up #1



You'll find a 1-up in the first Act of the Turquoise Hill Zone. It's in a hidden tunnel. Walk past the cliff with the Invincibility Monitor on the ledge and proceed to the next cliff. To enter the tunnel, jump to a ledge in the side of the cliff. The easiest way for Sonic to reach this spot is to use the Rocket Shoes to fly to the ledge.

Turquoise Hill 1-Up #2



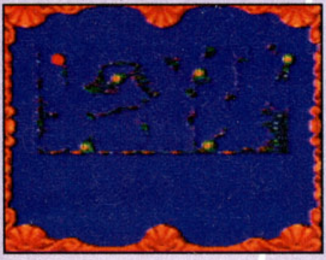
To find a 1-up in the second Act of the Turquoise Hill Zone, drop down to the ground at the beginning of the Act. Head left and blast through the blocks. The 1-up is hidden inside.

The Magic Kingdom

Tricks for Disney Games

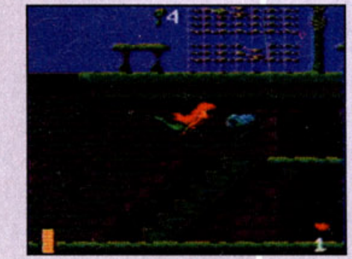
Ariel: Disney's The Little Mermaid

Read the Map

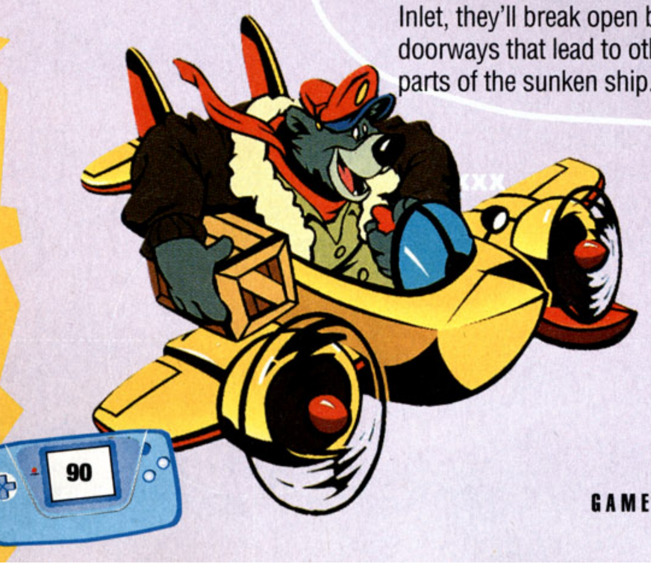


Take time to scan the map. It notes where all the power-ups and other key items are in each stage.

Don't Bother

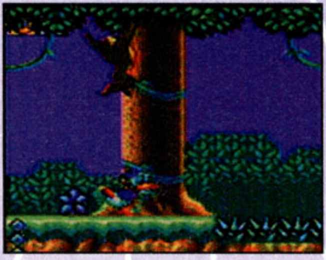


Don't bother to try and break through this platform in the sunken ship. There's no way through it until you've gathered all the imprisoned mer-people. Once you find them all, you can return to this blocked exit to face off against a pair of sharks and complete the stage.



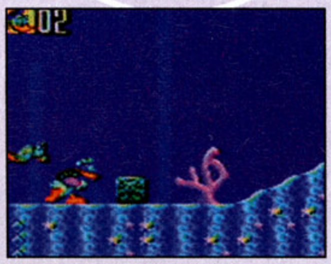
Deep Duck Trouble Starring Donald Duck

Run For It



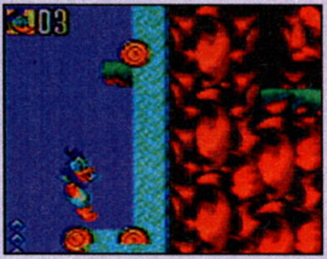
To escape from this big ape, run to the right as fast as you can. Whenever you pass the small, silver mines, you're about to jump over a spiked ditch or up onto a cliff.

Kick It Out



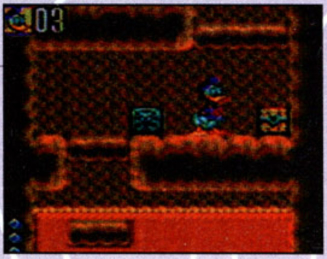
It's usually a good idea to kick the silver blocks that lie scattered throughout each scene. When you kick them, they often reveal hidden power-ups. Sometimes in Scene 2, The Inlet, they'll break open blocked doorways that lead to other parts of the sunken ship.

Down in the Valley



To get past this tough waterfall, you have to leap up the logs quickly to the top of the ledge.

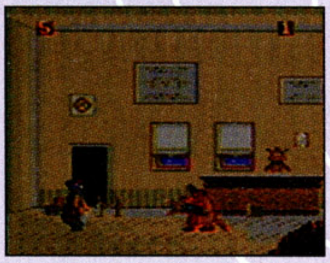
You Turkey



If you kick this metal block in the rising-lava scene of the Volcano, you can grab a tasty Turkey. It's pretty dicey, though, and may not be worth the risk.

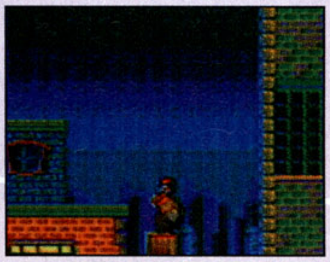
TaleSpin

Beat the First Boss



To beat the first boss, run toward him, nail him with your Yo-Yo, then retreat. Repeat this move until the boss is finished.

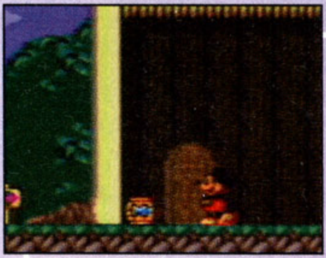
Exit, Straight up



When you get stuck in this part of the level, you must get over the window to the right. The only way to do this is by standing on a box. You'll find one down below, in the bottom of the well. Grab it and use it to make your escape.

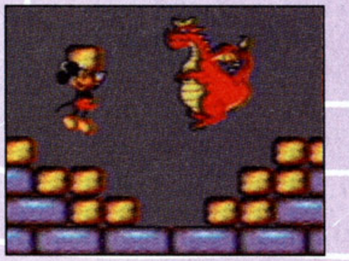
Land of Illusion Starring Mickey Mouse

Go Spelunking



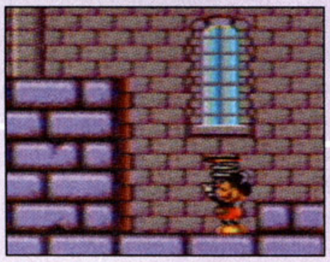
Always search the caves in Forest Land. You'll find something useful in every one – either a treasure chest or a jar with an "M" on it. Use the jar as a stepping stool to get you to higher ground.

Put Out the Fire



To defeat the fire-breathing Dragon Boss, start from the top of the block piles and begin throwing them toward the Dragon. It only takes three hits to extinguish his anger.

Jumpin' the Wall

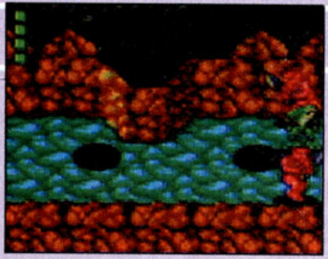


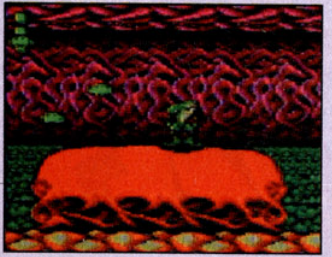
In the Blacksmith's castle, pick up the second coiled Spring you come to and place it in front of the wall. Then bounce yourself up onto the wall to get over it.

CARTOON CRAZINESS

Battletoads

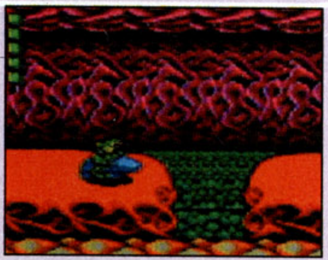
Super Punch Strategies





Slam opponents off the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating. You can also wait until two or more enemies come at you at once. Use your Super Punch to simultaneously take them all out.

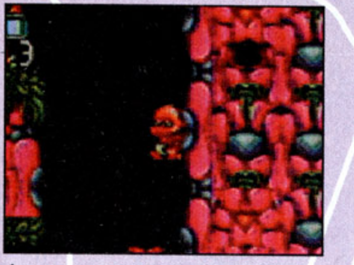
Speeder Bike Madness



The Speeder Bike stage is as tough as ever. The best way to get through is to time your jumps to avoid obstacles. Stay near the top half of the screen and jump accordingly. Remember to maintain full speed as you hit the ramp for the super-long jump to the next level.

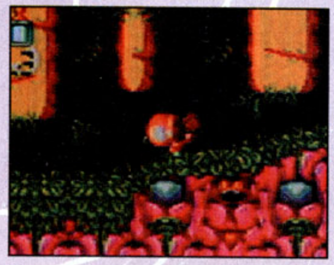
Chuck Rock II: Son of Chuck

Secret Platforms



Jump everywhere. You'll find hidden platforms in every stage. Sweets and other out-of-reach bonuses in the air are a dead giveaway that a hidden platform is nearby.

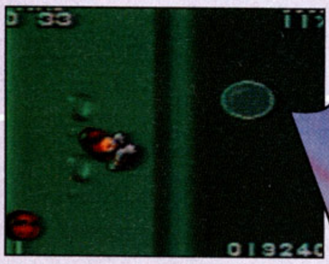
Swing It, Chucky



Swing Chuck Junior's club constantly. There are many hidden items throughout each stage, and Chuck'll score more points if he tags them.

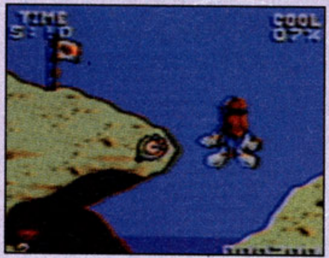
Cool Spot

Spelling Test



Head to the top of the bottle in bonus rounds. If you can snag enough letters to spell the word U-N-C-O-L-A, you'll earn a Continue.

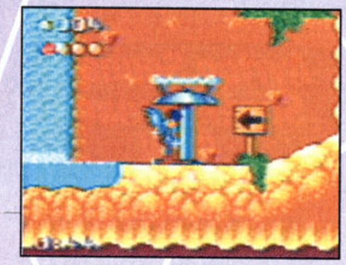
Beat the Clock



Always grab Clock power-ups. Spot gets bonus points and 1-ups for time left over at the end of a level.

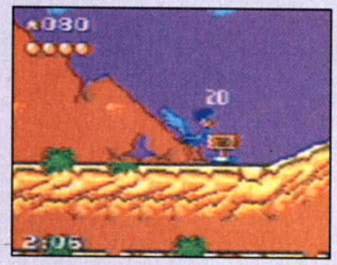
Desert Speedtrap Starring Road Runner & Wile E. Coyote

Teleport

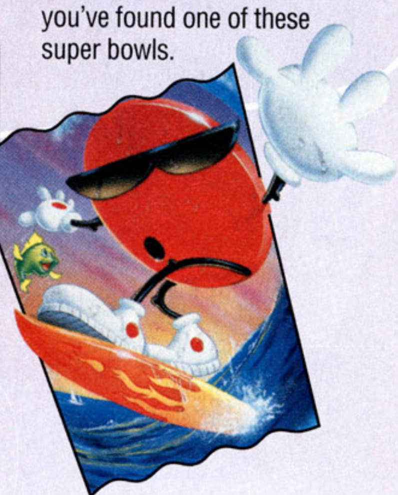


Stand under these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

It's So Seedy

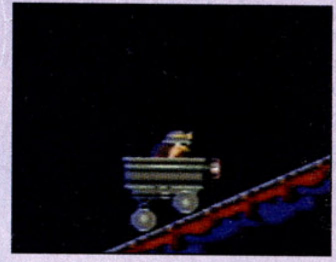


Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of these super bowls.



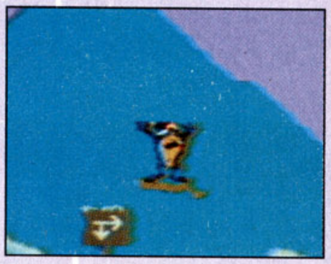
Taz-Mania

Going Up



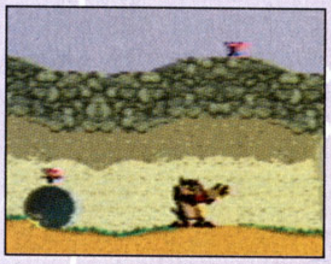
Take the first two ramps that lead up in the mine stage (push Up when you see the ramp), then coast and avoid obstacles until you see the first ramp on the right side of the screen. Take that ramp to reach the end of the stage.

Cool, Taz



Take the summit route in the snow level. It has fewer obstacles and many more fish.

Bombs Away

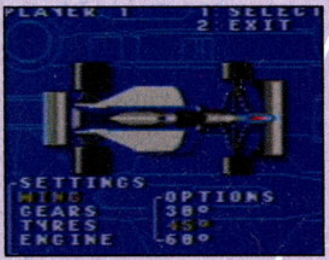


To stay ahead of the bomb in Stage 1, spin as soon as it comes within tail range. When your spin runs out, walk to the next bottle, drink it, and walk a little bit to the right until you find the turkey. Eat the turkey and spin again, but stop short of the next bottle (if you spin over the bottle, you lose it). Drink this bottle and spin to the end of the stage.

The Sports Pages

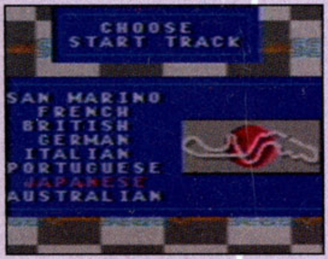
Formula One

Configure Your Car


PLAYER 1
1 SELECT
2 EXIT
SETTINGS
WING
GEARS
TYRES
ENGINE
OPTIONS
38°
45°
68°

Use the Set Up screen to change the features on your Formula One racer.

Track Your Progress


CHOOSE
START TRACK
SAN MARINO
FRENCH
BRITISH
GERMAN
ITALIAN
PORTUGUESE
JAPANESE
AUSTRALIAN

Italy's Monza is probably the easiest and fastest track, while Japan's figure-eight Suzuka is probably the toughest.

Take It Slow

The brakes are touchy, so slow your car by running onto the shoulder.

World Cup Soccer

Kick into Game Gear Soccer Madness action with tips from this month's Sports Pages.

Ayrton Senna's Super Monaco GP II

Ending Password

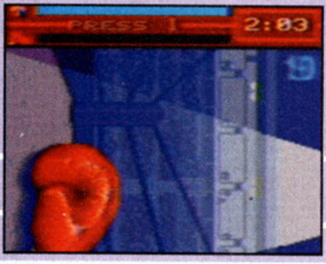
Here's a cool code that sends you straight to the end of the game to view the championship sequence. Just select the World Champion mode, and plug in this code: **CHAM-PION**.

NBA Jam

It's the one you've been waiting for. For great on-court action, check the NBA Jam Special Feature in this issue.

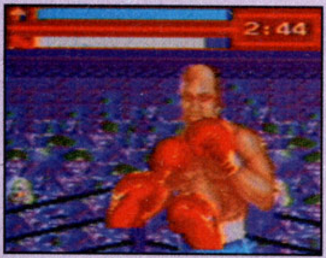
Evander Holyfield's "Real Deal" Boxing

Power Up

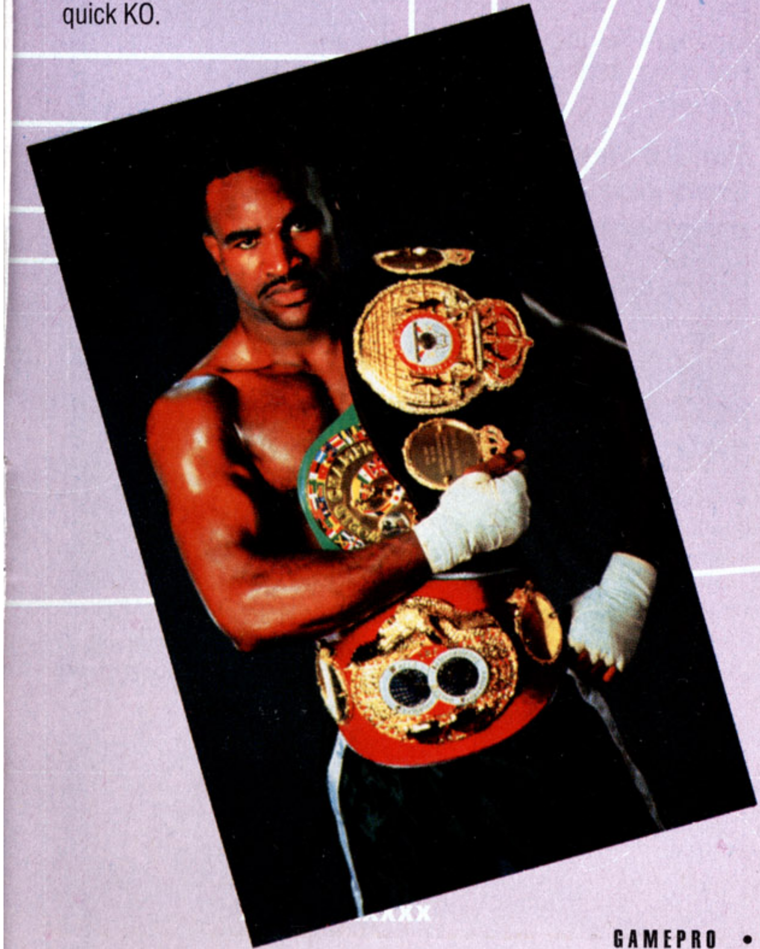


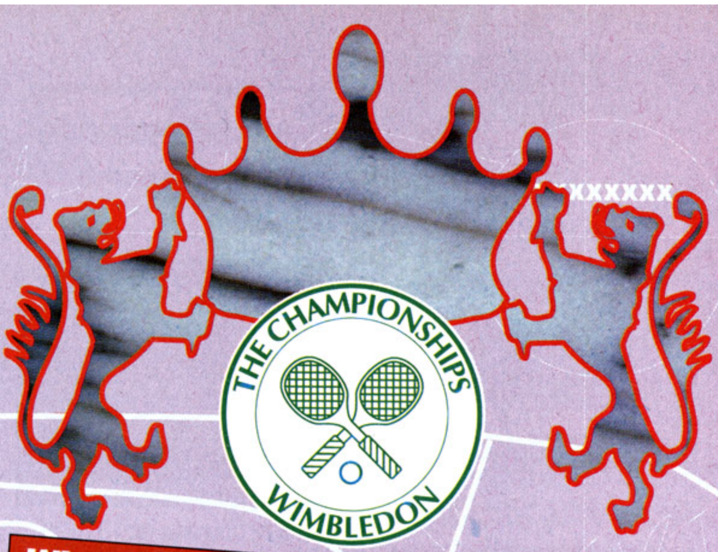
If you get knocked to the mat, replenish your stamina by pressing Buttons A and B as fast as you can. Take a count of nine before you climb to your feet to get the maximum amount of stamina built up.

KO!



Make like Rocky, and work your opponent's body for a quick KO.





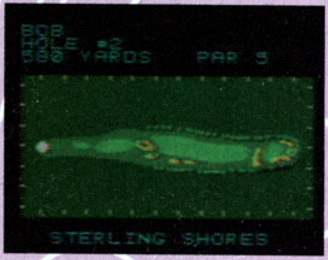
Wimbledon Tennis

Super Password

Here's the ultimate Wimbledon password that enables you to take to the courts as a player with 20s in every category (Speed, Power, and Skill). You'll begin playing at the beginning of the Wimbledon Tournament. The password is: **NEO CPO SHJ UFG**.

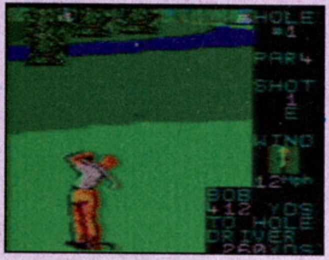
PGA Tour Golf

Course of Action



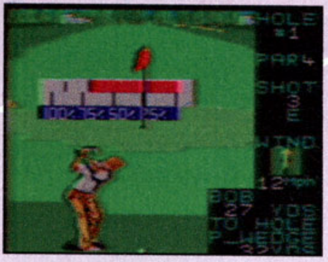
Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

The Perfect Drive



Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

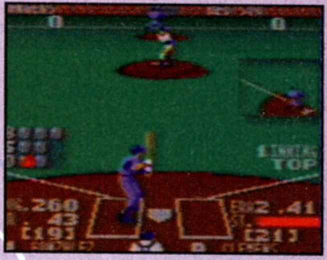
Figure It Out



Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

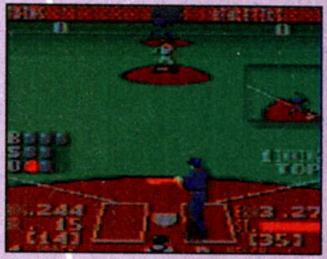
World Series Baseball

Pitch Strategy



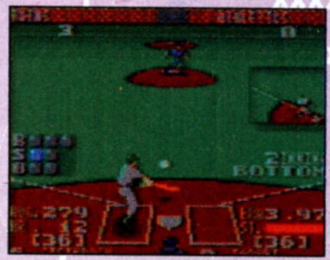
For a brush-back pitch against free swingers like Jose Canseco, position your catcher inside.

Close, But No Cigar



If it's a close game and you've got runners on base but no outs, bunt to advance the runners and put them into scoring position. In most cases, this will cost you an out, but a base hit will generally score a runner from second.

Double Trouble

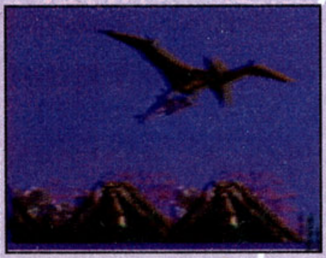


Stay out of a double play by executing a hit and run. Just be sure that if the ball is hit in the air, you tag up before advancing to the next base.

Stupid Pet Tricks

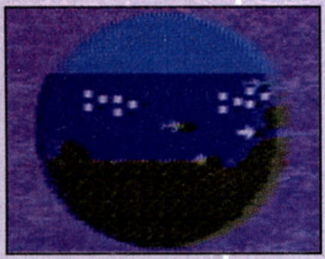
Ecco the Dolphin

Fly Me



Need a lift? Sing to the Pteranadon, and he'll take Ecco for a quick flight.

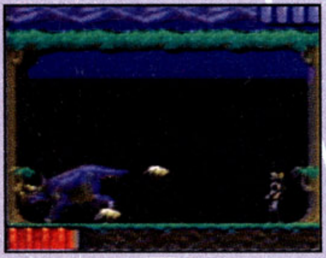
Second Sight



Ecco's got sonar that'll help him in two ways. Use the Sonar Map frequently, especially in the later levels when you need to plan your route from air pocket to air pocket. You can also zap other sea creatures with the sonar, as well as the Glyphs. You'll get secret messages that give you helpful game hints.

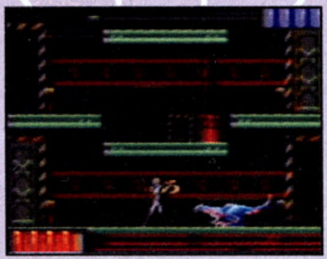
Jurassic Park

Trample the Triceratops



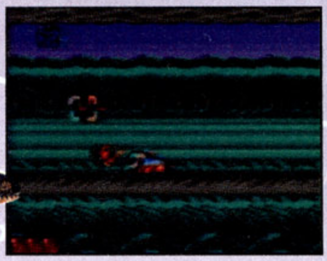
When the Triceratops charges you, wait until he runs past, then shoot him from behind as he retreats. While he's charging you, you're safe if you hang out on the branches just above the ground.

Defeat the Raptor Boss



To defeat the Raptor Boss, stay in the middle of the screen and shoot it whenever it runs at you. Once you've hit it, it can't harm you until it goes back in the door.

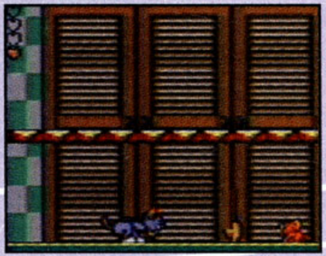
Extra Health



During the game's shooting sequences, be sure to pick up the extra life bars (they look like small cans with Xs on them). You'll need 'em!

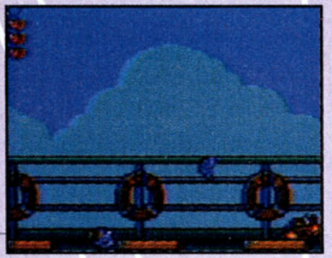
Tom & Jerry – The Movie

Pouncin'



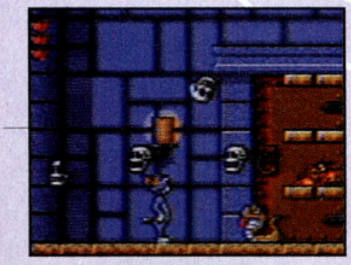
If you're down to half a heart, you won't have the energy for your Pounce attack. Conserve enough energy to ensure that you'll be able to Pounce on Jerry at the end of a stage.

By the Sea, By the Sea

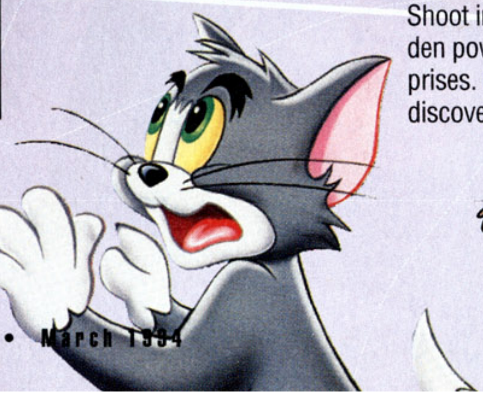


When you're crossing the sea in Stage 3, don't Pounce from platform to platform. You'll last longer if you wait for the fish to jump, walk into the water, and then pull yourself onto the next platform.

Beat the Stage 5 Snake Boss

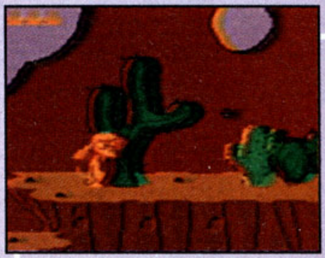


To beat Stage 5's Snake Boss, bounce off the third platform...but avoid the skulls.



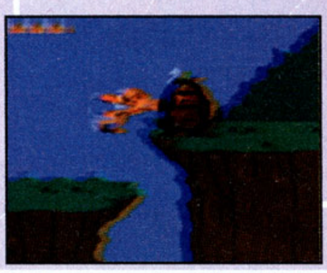
Quest for the Shaven Yak Starring Ren Höek & Stimpy

Ouch!



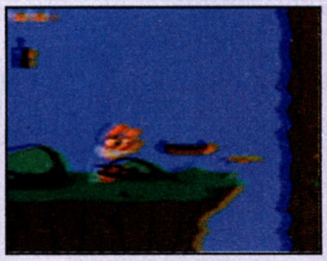
Watch out for the light green cacti in the Stinking Dry Desert. They inflate and fire quills at you if you get too close.

Look Out Below



In the Blacker than Black Forest, don't jump over the beavers until they open their eyes wide.

Fire When Ready



Shoot into the air to find hidden power-ups and other surprises. For example, you'll discover this canoe.

GAME GEAR COMBAT

Shinobi 2

Passwords!

Yellow, Pink, Green, and Blue Ninjas: **D09F9**
All Ninjas and Yellow Crystal: **11817**
All Ninjas and Yellow, Pink, and Blue Crystal: **B9B12**
All items: **1FEDF**

Stay Low

You're less vulnerable if you crouch low while you attack your opponents. If you stand, it's easier for your foes to hit you.

Jump Higher

Use the conveyor belt to give yourself a running start. You'll jump higher and longer.

Mortal Kombat

How to Reach the Secret Arcade Mode, Mode A

When the last of the three "Code of Honor" screens appear (the one that talks about secret codes) press **Button 2, 1, 2, Down, and Up**. If you've done the trick correctly, the words "Now entering Kombat" appear.

The Finishing Moves

Johnny Cage: Press Toward, Toward, Toward, then Button 1.
Rayden: Tap Toward, Away, Away, Away and Button 1.
Liu Kang: Hit Toward, Down, Away, Up, and Toward.
Scorpion: Press Start, and hit Up two times.
Sub-Zero: Tap Toward, Down, Toward, and Button 1.
Sonya Blade: Press Toward, Toward, Away, Away, and Start.

The Mode A Finishing Moves

Sub-Zero: Hit Toward, Down, Toward, and Button 1.
Rayden: Press Toward, Away, Away, Away, and Button 1.
Johnny Cage: Tap Toward, Toward, Toward, and Button 1.

Streets of Rage 2

Take 'Em Out the Easy Way

Jam your opponents off-screen, then continuously swing the crowbar at them when they try to enter the screen again.

Blaze Away

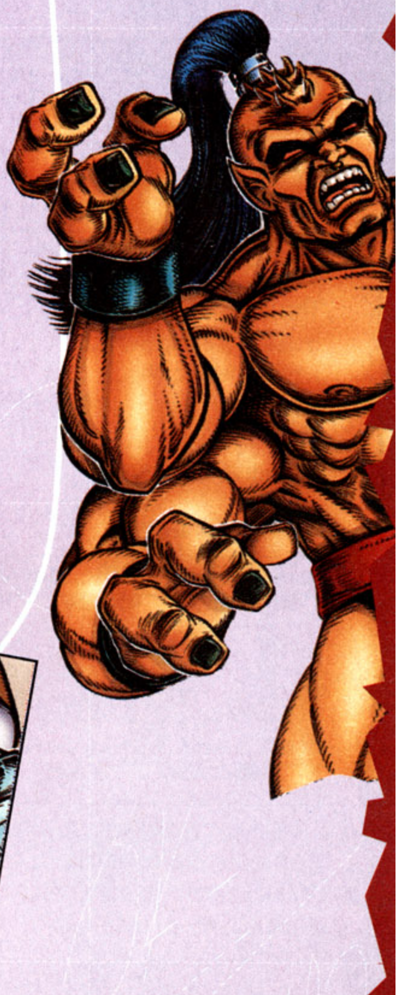
Blaze's fireballs don't span the entire length of the screen. It does take extra time to launch her fireballs, so move to a safe distance before you shoot.

Skate Straight

To connect with this spin attack, Skate must be aligned horizontally with an enemy.

Adam's Apple

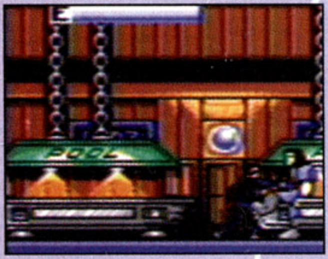
Adam can't move while he's executing his special move. Stand in a safe area with all your enemies in front of you before you activate it.



Sci Fi

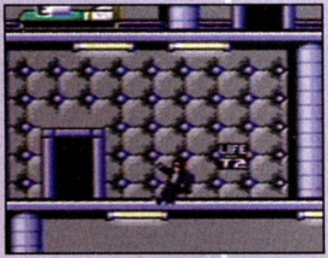
Terminator 2: Judgment Day

Hasta La Vista, Baby



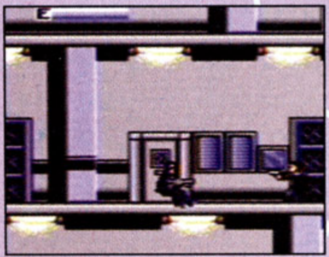
To knock off the first boss in the game, run up to him, hit him, then run away. Repeat this pattern until you've hit him five times.

Don't Get Lost



The hospital is a confusing maze of passageways. Keep track of where you are, but check each room carefully. There are 1-ups hidden throughout the level.

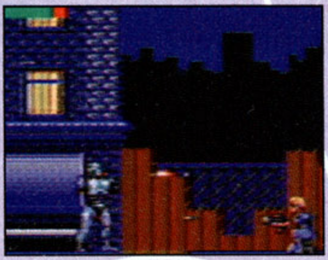
Duck and Cover



Don't feel you always have to go head-to-head with the T-1000. Sometimes it's safer to duck into the nearest room when he appears.

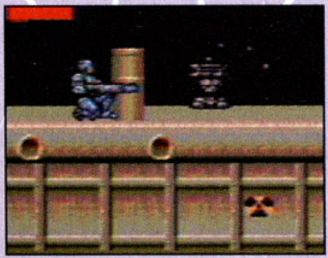
Robocop vs. The Terminator

Hidden 1-Up



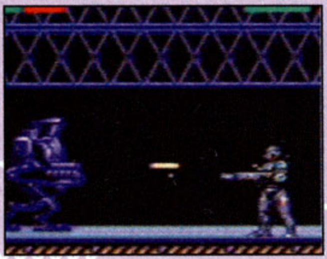
There's a 1-up hidden just inside this fence at the end of Stage 2. Move to the left side of the fence, shoot the Terminator from there, and he won't advance toward you. You can safely snag the 1-up.

Hide and Seek



It's easiest to shoot the floor cannons from behind the metal drums.

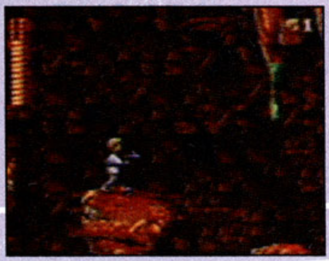
Destroy the Stage 3 Boss



To defeat the mighty metal boss at the end of Stage 3, pick a corner and stay in it. Shoot constantly, and leap over the metal bomb-disc the boss hurtles at you. Continue to shoot as you jump.

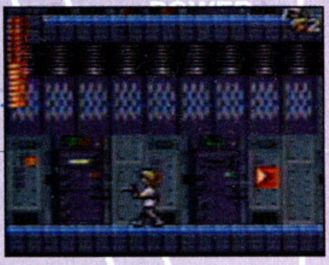
Star Wars

1-Up



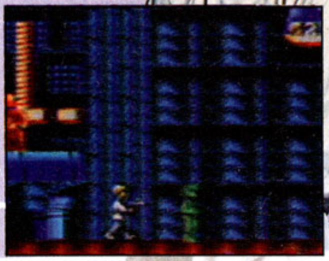
When you see the dripping acid at the beginning of the cave in the Sand People stage, jump to the rock it's dripping on, then fall just to the right into the gap between the two sets of spikes. When you reach the rock at the bottom, keep left and you'll see an extra life.

Find Princess Leia



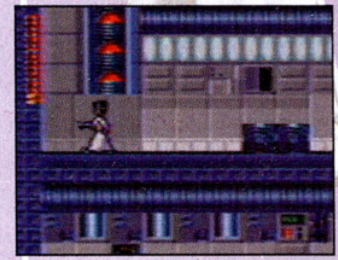
Princess Leia is locked in the lower right-hand portion of the Death Star's Detonation Level. Check only the cell doors with the lights on.

Indestructible Aliens

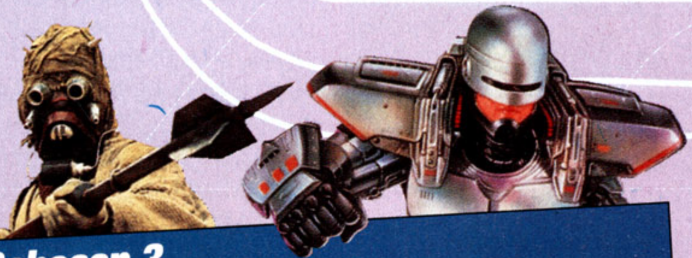


You can easily destroy the green Greedo aliens in the Cantina, but leave the blue alien alone. He's almost indestructable. Head right and grab Han Solo. His blaster is more powerful than Luke's and is more effective against Stormtroopers.

Up, Up, and Away



While floating up air shafts, hold Up on the directional pad. You'll float even higher, and you may even see other areas of the stage.

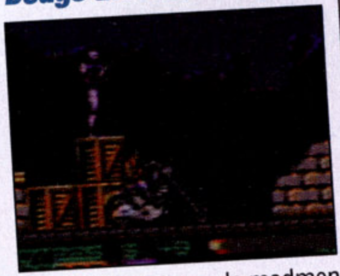


Robocop 3

Reincarnation, Robocop-Style

Shoot your opponents dead in Robocop 3, or they'll come back at you – from behind.

Dodge the Biker Boys

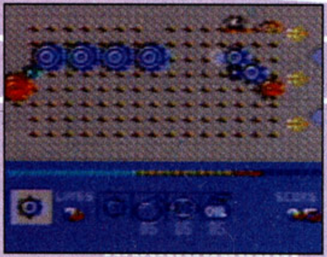


When the motorcycle madmen come spinning in your direction, leap on top of this set of crates until they've gone past.

Puzzling Puzzlers: Put the Pieces Together

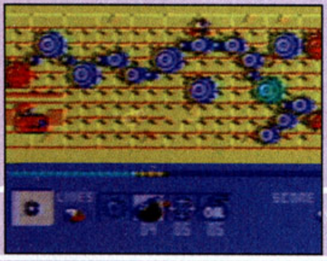
Gear Works

Get to Know Your Gears



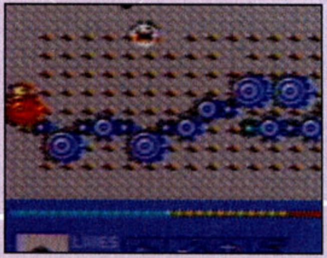
Take some time to learn which gears fit together to make a working chain. If you don't, you'll never successfully make it from one side of the screen to the other.

Save Your Bombs

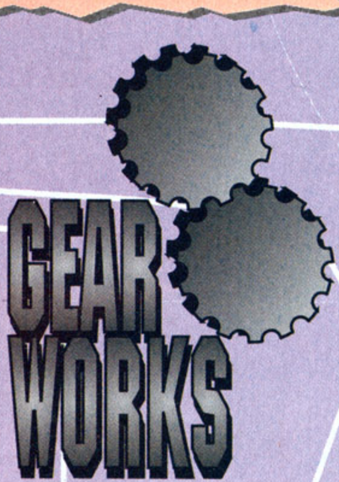


Bombs are crucial. Don't waste them on blowing up gears unless they're blocking you from completing the stage. You're gonna need them in later stages.

Beat the Clock

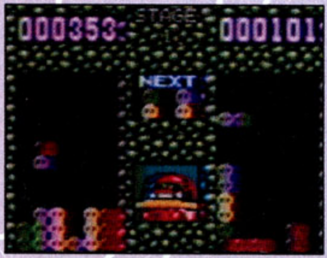


Don't bother messin' with the Poffins who are wandering around the screen. Beating the clock is your biggest problem.



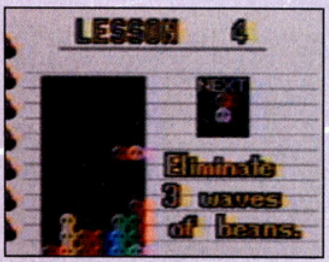
Dr. Robotnik's Mean Bean Machine

Rack Up the Points


000353
STAGE
000101
NEXT

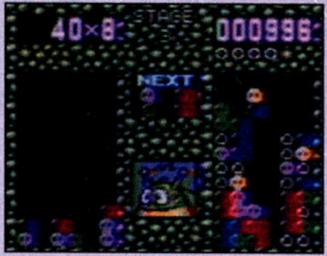
Create a series of three beans of the same color at the bottom of the Dungeon. This increases your chances of causing a series of beans to match, scoring you big points and sabotaging your opponent.

Sneak Preview


LESSON 4
NEXT
Eliminate 3 waves of beans.

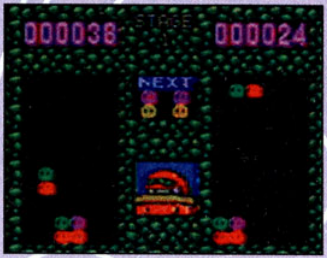
Glance at the "Next" window to get a sneak preview of what's coming.

Don't Wanna Live Like a Refugee


40×8
STAGE
000996
NEXT

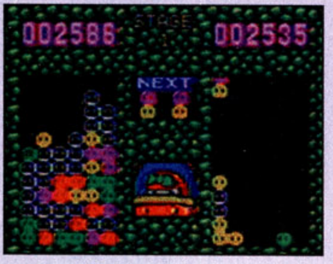
Look to the top of the screen to see where Refugee Beans from your opponent will drop – an icon indicates which row they'll fall into. This gives you a few seconds to strategize.

Bombs Away

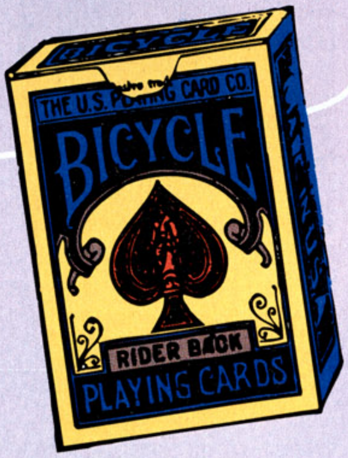

000038
STAGE
000024
NEXT

The faster you make the beans fall into the Dungeon, the more points you score.

Psyche Out

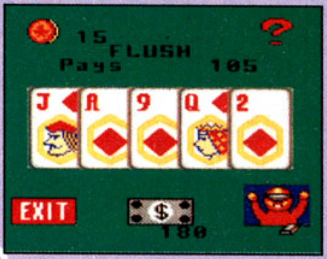

002586
STAGE
002535
NEXT

Each of Robotnik's henchbots in the Scenario Mode uses a different strategy. Watch what they do to pick up a few play pointers.


BICYCLE
THE U.S. PLAYING CARD CO.
BICYCLE
RIDER BACK
PLAYING CARDS

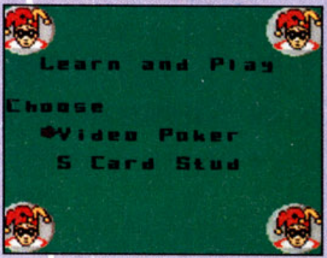
Poker Face Paul's Poker

You're Looking Flushed


15
FLUSH
Pays 105
EXIT
$
180

In this game, drawing two cards to a Flush is the best bet.

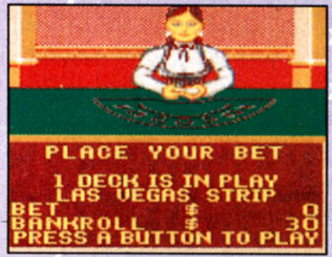
Cash It In


Learn and Play
Choose
Video Poker
5 Card Stud

If you're into cash, Video Poker is the way to play. If you're into a challenging game, draw 5 Card Stud.

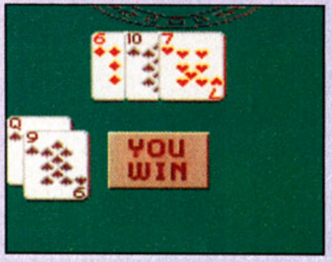
Poker Face Paul's Blackjack

Go For It!


PLACE YOUR BET
1 DECK IS IN PLAY
LAS VEGAS STRIP
BET $ 0
BANKROLL $ 30
PRESS A BUTTON TO PLAY

Since this isn't real-life Blackjack, any time your bankroll is under $50, bet it all!

Stand By Me

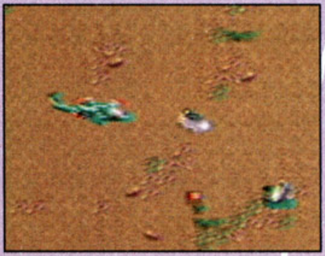


Stand pat as often as you can, and make the dealer do all the work.

Evasive Maneuvers

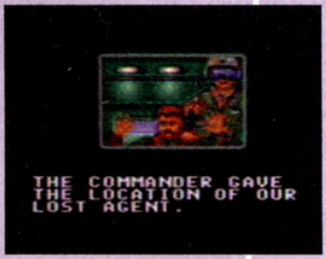
Desert Strike

Take It Slow and Easy



You can creep up on a target without getting blown to pieces by the artillery surrounding it. Go slow when you're near your mark.

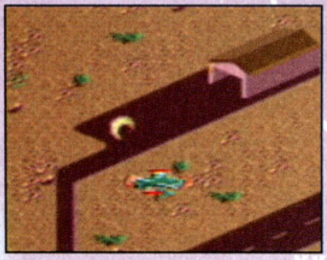
Secret Info



THE COMMANDER GAVE
THE LOCATION OF OUR
LOST AGENT.

After you blow up the second Command center, don't kill the little guy that's running around the debris. Instead, pick him up, and he'll give you the whereabouts of the Secret Agent.

Hidden Power-Ups

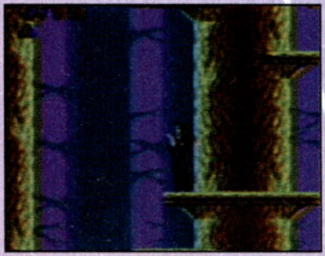


Not all the Fuel and Ammo supplies are listed on the map. Try blowing up certain installations to find hidden power-ups.

James Bond 007: The Duel

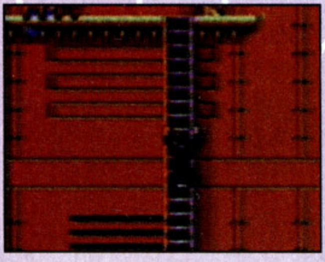
JAMES BOND:
007
THE DUEL

Take to the Trees



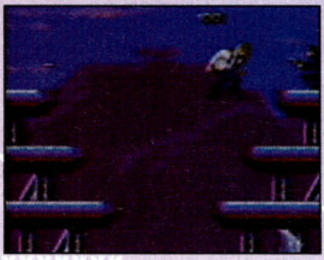
In the Jungle, climb all the way to the tops of the trees using the tree on the right-hand side of the screen. Then, proceed through the level across the treetops.

Going Down



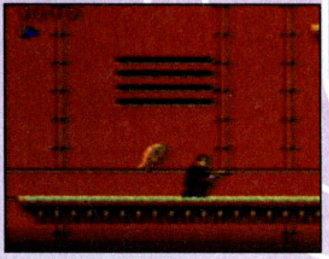
To easily slide down ladders, push Down, then push Up when you're near the bottom. Don't fall too fast. Long falls will drain your health bar.

Wire Jaws Shut



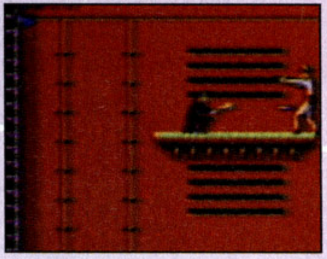
To take out Jaws, stay in the corner of the screen until you've fired on him at least three times. Then, jump down a level and wait for Jaws to jump back to the other side of the screen. When he does, jump back up a level and shoot him again.

Quite a Catch



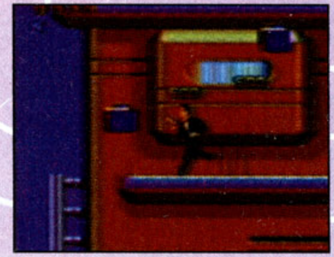
When you start out on the ship, keep watching below you for flying fish. They leap up in tight arcs and are hard to jump over.

Fire Up



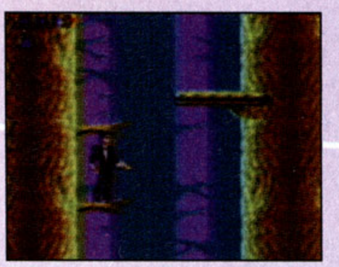
It's better to crouch and shoot at oncoming enemies. Some of the armed enemies are faster on the trigger than you.

It's a Case for Q



Don't pass up Q Cases – they offer more than just points. They also enable you to gain 1-ups and continues in the bonus rounds.

It's a Snap

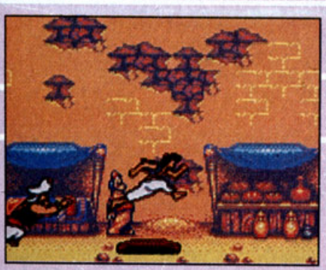


In the Jungle, beware of the twigs in the trees. Although they help you get your footing, they break off after a second or two.

SNEAK PREVIEWS

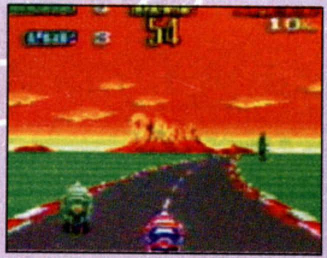
AN ADVANCE LOOK AT THE NEWEST GAME GEAR CARTS

Disney's Aladdin



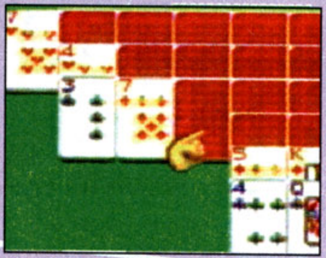
If you can stuff a Genie into a lamp, you can sure as heck stuff Disney's Aladdin into a Game Gear. In this all-new adventure for the street rat, you play Aladdin and dodge through the streets of Agrabah, explore the Cave of Wonders, and, of course, take a magic carpet ride. Battle the Palace Guards, solve puzzle mazes, and rescue Princess Jasmine – all with Jafar in hot pursuit.

GP Rider



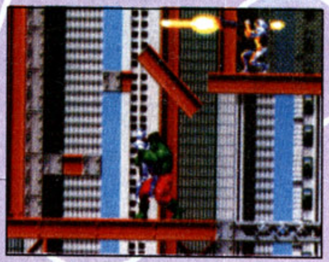
Climb on your bad motor scooter and get ready to ride. You can compete in four modes (Arcade, Tournament, Grand Prix, and World Tour). The Grand Prix circuit has 15 courses from around the world. Once you've picked your racin' style, you choose from three types of bikes, and get ready for hair pin curves and speeds up to 200 mph. Two players can tear up the tracks with a Gear-to-Gear cable.

Poker Face Paul's Solitaire



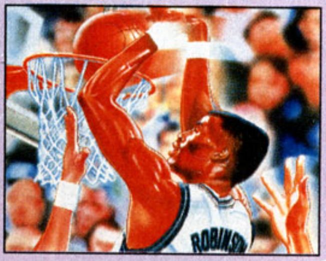
It's cards without all the mess. Play four kinds of Solitaire: Klondike, Monte Carlo, Elevens, and Calculation. You can use up to four decks at once, and even play timed versions of the games.

Incredible Hulk



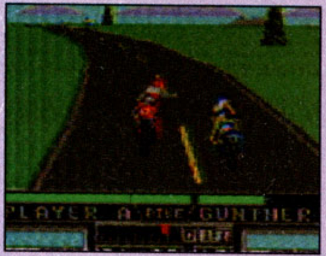
Mild-mannered David Banner is transformed by rage into the Incredible Hulk. Join the Hulk in a side-scrolling action romp based on the Marvel superhero's comic book adventures.

NBA Action Starring David Robinson



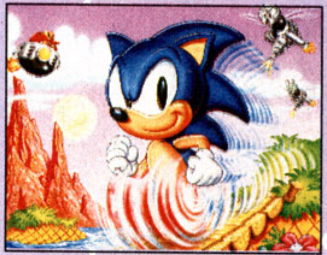
Take to the court for five-on-five hoops action with all 27 NBA teams, complete NBA rosters, and 1993-94 stats. See just how good you are when you take on David Robinson and other NBA stars. You can track your team and individual statistics. Play against the CPU or battle a buddy via your Gear-to-Gear cable.

Road Rash



Get ready to rip down the roads one more time in the first handheld version of the classic motorcycle racing cart. Road Rash boasts all the cool stuff that made the Genesis version so popular: eight different bikes, five California tracks (like the Redwood Forest), and the ability to tangle with your opponents at top speeds. A password system enables you to race again and again, even when you wipe out.

Sonic Spinball



Sonic's first pinball extravaganza is coming to a Game Gear near you in a pocket-size version. In this change-of-pace adventure, the crafty 'hog ricochets around Dr. Robotnik's sinister island. As usual, Sonic has to stop Dr. R. from taking over the world. The game play is entirely different in this version, though. Sonic becomes a pinball, and you use flippers to send him careening around the screen.

Gear Gadgets

You think the Game Gear's all you need? Look at all this other stuff Sega makes to slap in, on, or around your Game Gear.

Powerback

Forget the batteries. This rechargeable battery pack for the Game Gear recharges in just two hours. Slap this baby onto the back of your Game Gear for reliable power the easy way. You can even use the eight-hour Normal Charge option to recharge while you play.

$49.99, Available February

Holster Case

Carry your Game Gear, your AC Adaptor, your PowerBack, or any of your other Game Gear stuff in this handy carrying case. In addition to the Game Gear, the padded case has room for a battery pack and four to six cartridges.

$14.99, Available February

AC Adaptor

Batteries are expensive, so the AC Adaptor's the only way to go when you're near an outlet.

$12.99, Available Now

Car Adaptor

You're on a long car trip, you're just about to beat the game, and your batteries die. Next time, use the Car Adaptor. It plugs into the cigarette lighter in your car, and the cord reaches even to the back seat.

$19.99, Available Now

Deluxe Carry-All

The ultimate carrying case, this snazzy tote holds 12 game cartridges and your Game Gear, plus it has interior molded pockets for the AC Adaptor, the Super Wide Gear, the Car Adaptor, and a rechargeable battery pack. It's also got a large front and back pocket where you can stash important stuff like your *GamePro* Magazines!

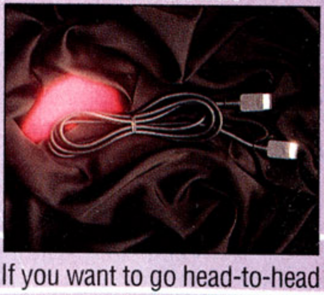
$24.99, Available February

Cleaning Gear

Now that you've got all this cool stuff, you gotta keep it clean. Cleaning Gear gives you everything you need to keep your Game Gear bright and shiny.

$9.99, Available Now

Gear-to-Gear



If you want to go head-to-head against a buddy, you gotta get a Gear-to-Gear cable to link up the two Game Gears. (Remember that you also need two copies of the game you want to play).

$14.99, Available Now

Super Wide Gear

Eye strain getting you down? Snap the Super Wide Gear onto your Game Gear, and a special lens magnifies the on-screen action.

$19.99, Available Now

GAME GEAR
POWER
SEGA
PORTABLE VIDEO GAME SYSTEM
START
2:14
03
01

J.R.R. TOLKIEN'S EPIC SAGA

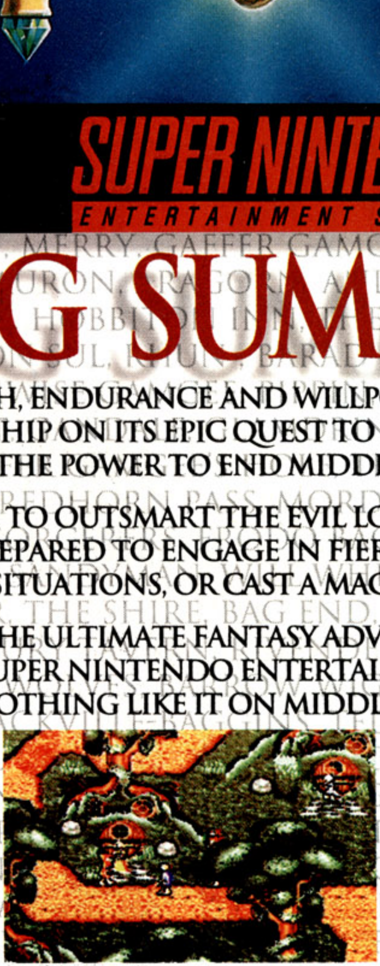
LICENSED BY
Nintendo
J.R.R. Tolkien's
THE LORD OF THE RINGS™
Volume 1
First Action Adventure RPG with Multi-Player Real-Time Combat
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Interplay

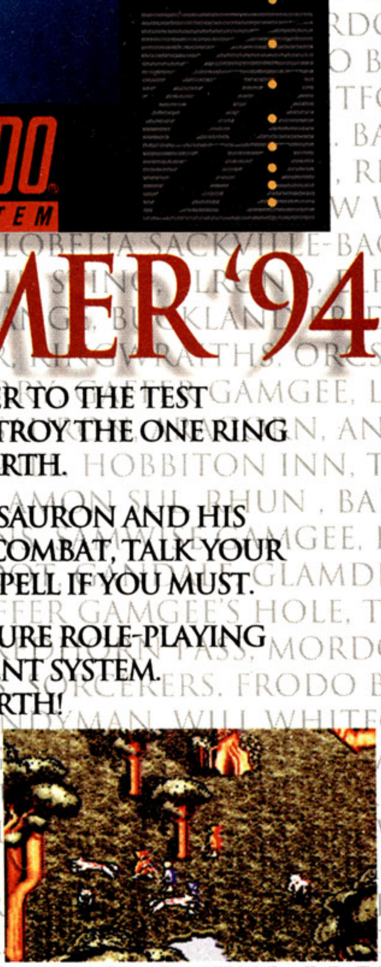
COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!





LICENSED BY Nintendo

©1994 INTERPLAY PRODUCTIONS. ALL RIGHTS RESERVED. THIS PROGRAM IS PUBLISHED WITH THE COOPERATION OF THE TOLKIEN ESTATE AND THEIR PUBLISHER, GEORGE ALLEN & UNWIN PUBLISHER LTD. THE PLOT OF THE LORD OF THE RINGS CHARACTERS FROM THE LORD OF THE RINGS ARE © GEORGE ALLEN & UNWIN PUBLISHERS LTD. 1966,1974, 1979, 1981.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay
17922 Fitch Avenue,
Irvine CA 92714
(714) 553-6678

Nintendo

WAYNE'S WORLD

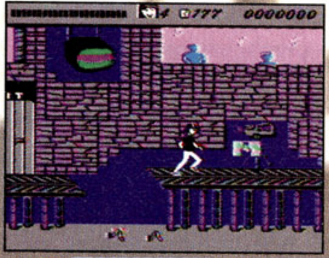
By Data Carvey

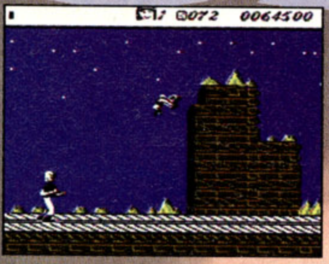
You laughed at their TV show. You stole jokes from their movies. But you'll hurl at their eight-bit game. Wayne's World may be fun to visit, but you wouldn't want to play there.

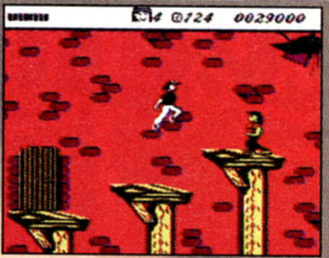
Party Off

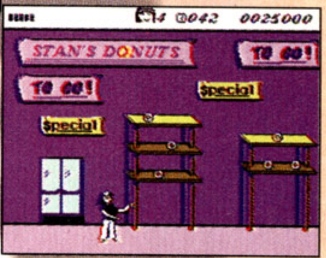
This game does have some goofy charm. The boys crack jokes between levels, the manual is full of clever Waynisms, and enemies include a Stack of Barry Manilow Records and Flying T.V. Test Patterns.

Unfortunately, you didn't come to this game to laugh, you came to play, and this is where the game spews. You alternate between the two teenage heroes, Wayne and Garth, as they fight through five urban settings in search of Benjamin, a slimy TV exec. As they walk and jump from the local music store to a nightclub and on to Benjamin's babe lair, the pair kick and shoot past a weak army of enemies. There's virtually no challenge – the enemies are dodgeable, hittable, and beatable as they approach you one at a time. This is remedial game play for bored beginners.


PROTIP: Wayne can avoid some Creepy Electric Cord Cobras if he stays on the platforms of Benjamin's Chicago Studio.


PROTIP: Use Wayne's Flip Jump to get behind the Gasworks' Boss.


PROTIP: Walk to the right far edge of the Gasworks' platforms before you jump, or the feeble Wayne won't make it.

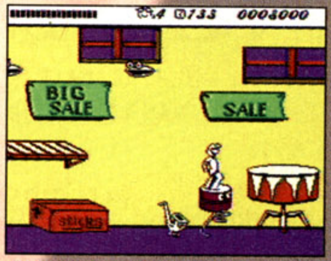


PROTIP: Scoop up all the donuts in Stan Mikita's Donut Shop, and you'll scoop up an extra life.

They're Not Worthy

Great graphics – NOT! If you wondered why the NES is becoming extinct, take a look at these flat backgrounds and undetailed sprites. In some of the levels – the Gasworks of Level 2, for instance – you'd have no idea where you were if the manual didn't tell you. The Gasworks is a nightclub? Uh, OK.

As bad as the graphics are, the sounds are even worse. For two guys who love cool music, Wayne and Garth do their fighting to a pretty cheesy soundtrack. The boing and ping sound effects are reminiscent of mid-'80s games, and the only vocal is Wayne's cry of "No way!" when you lose. Great sounds? "No way" is right.



PROTIP: Garth can safely stand on some of the Level 1 enemies he's supposed to shoot.

NES Game ProFile

Wayne's World

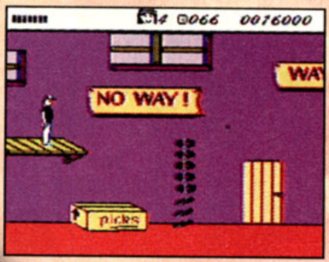
(By T•HQ)

Wayne and Garth have a certain goofy charm on the NES, but weak graphics and remedial game play banish them to their basement.

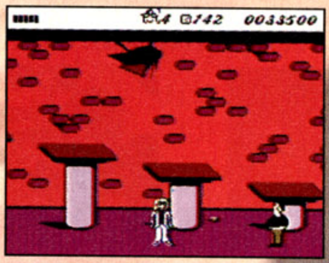
Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.0	2.5	BEG. Beginner

$49.95
2 megs
Available now
Action
1 player

5 levels
Side view
Multi-scrolling
No continues



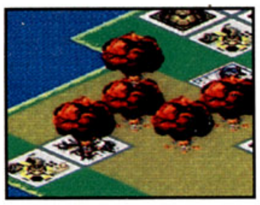
PROTIP: Don't let the Level 1 Boss back Wayne into the corner. Jump up on the platforms to dodge the Stack of Barry Manilow Records.


PROTIP: Garth doesn't need to go to the right on Level 2. Avoid the energy-draining fights there and bounce up to the left, where the exit is.

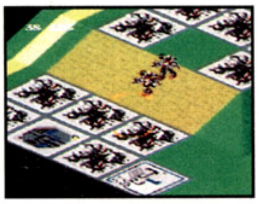
Back to the Basement

Wayne's World is a cart you wish you could like, if only because there's the potential for good-natured fun with these average-joe heroes. And with so few NES carts coming out, every game needs to be a hit to keep the system alive. Sadly, Wayne's World is not nearly as cool as Wayne thinks it is.

MISSILES BLAZING, METAL GRINDING, CAN YOU SURVIVE?



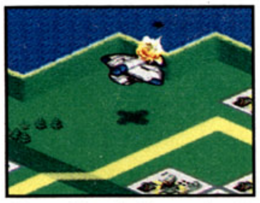
Their wake-up call: a surgical missile strike



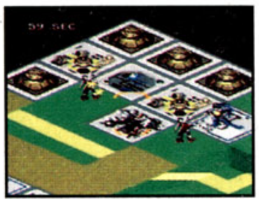
Send in your metal marauders to deal the final blow

Defend a tiny island province with nothing more than warheads and anti-aircraft missiles and a few earth-crunching, six-story nuclear robots.

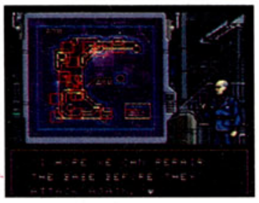
METAL MARINES™ brings a new level of combat sweat to the Super Nintendo Entertainment system. Join the excitement – if you got the guts!



Your AA missiles make it a bad day to fly

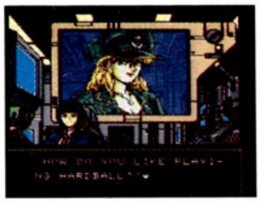


Turn the enemy HQ into ground zero



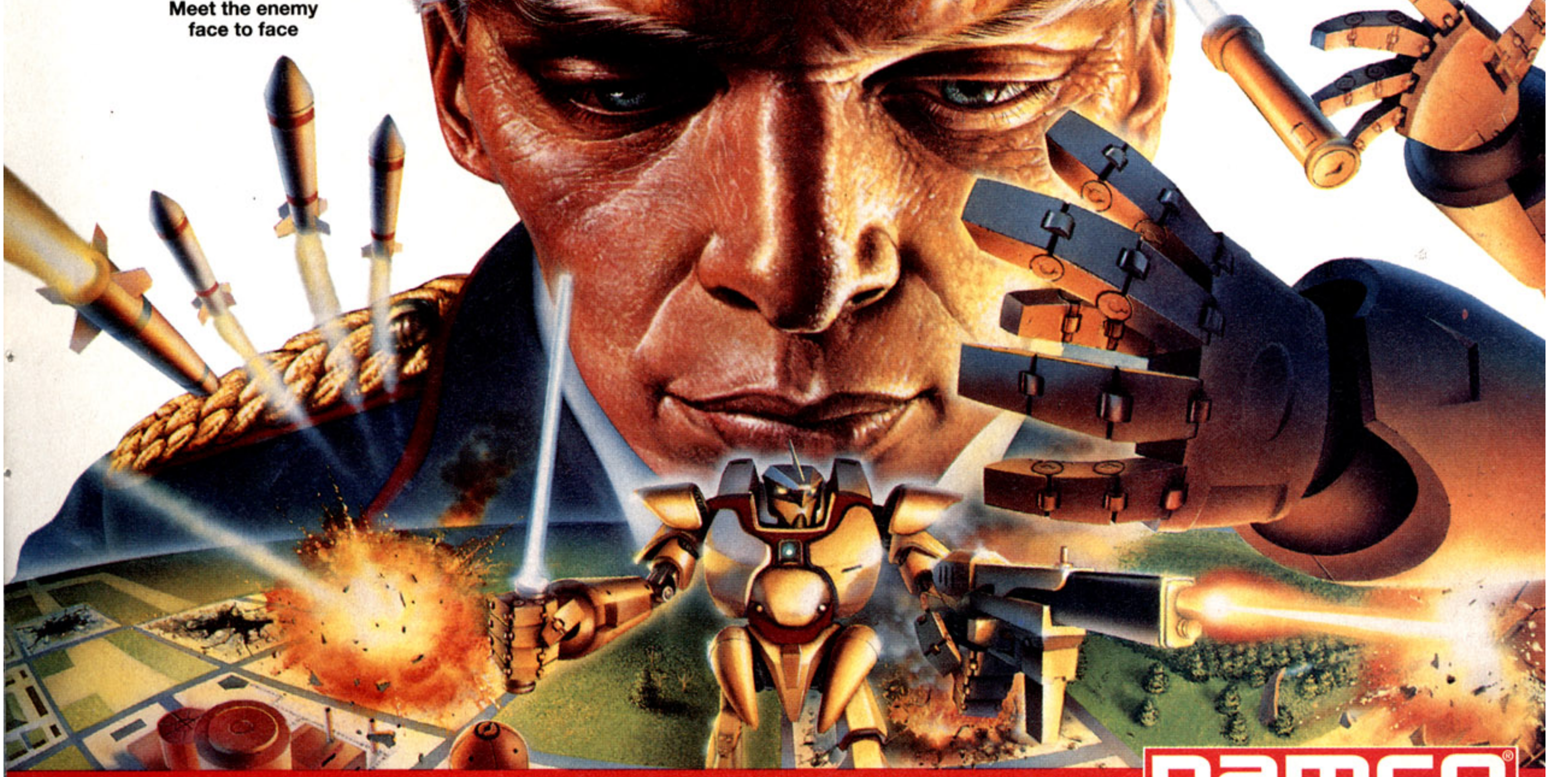
Get advice before each battle

- **12 megs of blistering graphics**
- **Password support**
- **Hours of heart-pounding action!**
- **Devastating weaponry!**
- **20 death-defying missions!**



HOW DO YOU LIKE PLAYI-
NG HARDBALL?

Meet the enemy face to face



Official Nintendo Seal of Quality

METAL MARINES™

Metal Marines™ © 1993 Namco Ltd. All Rights Reserved.
Nintendo, Super Nintendo Entertainment System, and the official seals are registered trademarks of Nintendo of America Inc.

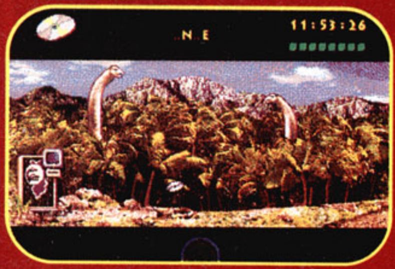
namco®

Namco Hometek, Inc.
150 Charcot Ave., Suite A, San Jose, CA 95131

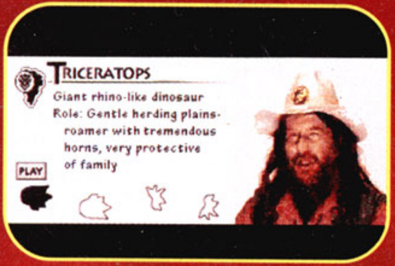
A NEW BREED OF PARK... A
JP ™
MCA\UNIVERSAL MERCHANDISING
Q QSOUND

Sega, Sega CD and Welcome To The Next Level are trademarks of SEGA. Jurassic Park™ & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc. Licensed by MCA/Universal Merchandising, Inc. All rights reserved.
QSound is the trademark of Archer Communications, Inc. Manufactured under license from QSound, Ltd. ©1990 Archer Communications, Inc. Cinepak is a trademark of SuperMac Technology, Inc. ©1993 SEGA. All rights reserved.

DIFFERENT KIND OF ADVENTURE!



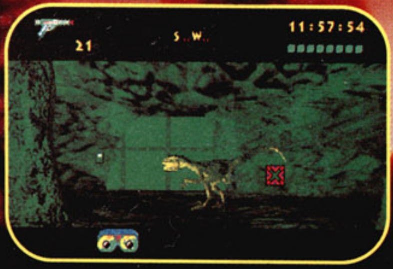
QSound™ and 360° excitement means there is danger around you no matter which way you turn!



TRICERATOPS

Giant rhino-like dinosaur
Role: Gentle herding plains-roamer with tremendous horns, very protective of family

Paleontologist Dr. Robert T. Bakker knows his dinosaurs, and if you pay attention, you will too.

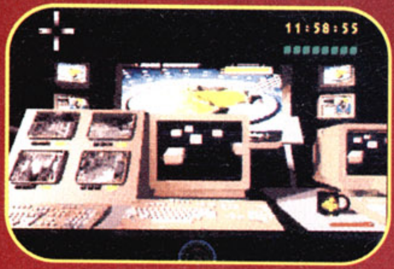


Your night-vision goggles let you see all...including the raging raptor!

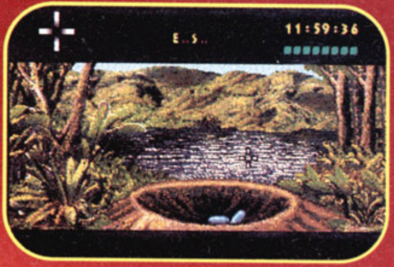
ONLY JURASSIC PARK™ ON SEGA CD™ LETS YOU TAKE OVER WHERE THE MOVIE LEAVES OFF!

THE THOUGHT-PROVOKING ADVENTURE AND JOURNEY INTO THE UNKNOWN CONTINUE AS YOU MAKE YOUR WAY THROUGH FULL-MOTION VIDEO USING CINEPAK™ FOR SEGA. IT'S A SEEK-AND-SEARCH MISSION TO UNLOCK THE MYSTERIES OF THE PREHISTORIC GIANTS -- AND SALVAGE THEIR PRICELESS DINOSAUR EGGS! UP TO NOW, YOU'VE BEEN ABLE TO EXPERIENCE JURASSIC PARK FROM A SAFE DISTANCE...

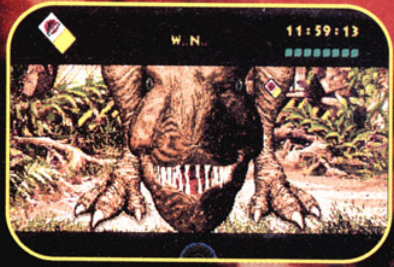
WITH SEGA CD™, YOU'LL BE THERE... AND YOU WON'T BE ALONE!



The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... [except your life]?



This could be the last thing you see...

SEGA CD™
JURASSIC PARK
SEGA
GA

GENESIS
SEGA CD
SEGA

JURASSIC PARK

SEGA™

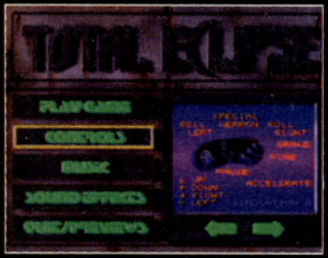
WELCOME TO THE NEXT LEVEL.

By Bro' Buzz

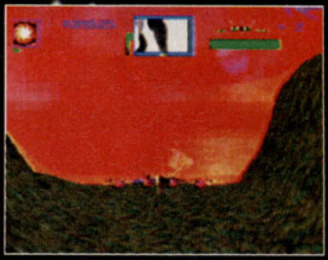
Every new video game system needs a good outer-space shooter. Now 3DO has one. Total Eclipse paints a pretty picture over familiar but fearsome space ways.

A-Hunting They Will Go

The dreaded Drak-sai are a ruthless extraterrestrial race of hunters. They go after only the most formidable prey. Unfortunately, Earthlings qualify. What's more, the Draks have moved their star-killing Sun Dagger cannon into the solar system.



Totally familiar controls



The Pulse Bomb!

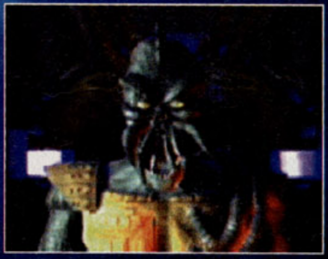
3DO Game ProFile
Total Eclipse
(By Crystal Dynamics)

Total Eclipse blasts off into familiar fighting space ways, but the graphic look of this cool shooter is truly out of this world.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	INT. Intermediate

$60.00
CD
Available now
Shoot-em-up

1 player
5 worlds
Behind-the-ship view
Forward-scrolling

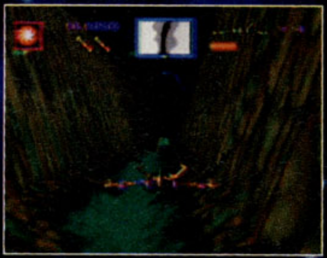


Lord Zodak, Drak-sai Supreme Predator

Earth's only hope, of course, is you! You pilot a formidable spacecraft called the FireWing via a typical behind-the-ship, forward-scrolling perspective. The lengthy war against the Drak-sai covers five planets, each consisting of four killer rounds and a morale-busting close encounter with a boss. Veteran star fighters will feel right at home, and newcomers are in for an exciting learning experience.

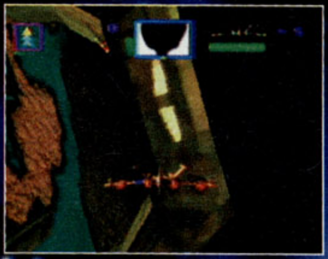
Inside-Out Fighting

If you're familiar with StarFox for the SNES, then you'll recognize Total Eclipse. The game looks and plays like last year's top 16-bit flyer, but with cool pix pasted on the polygons. In addition, two types of flying are involved here. Initially you zoom over and through various surface terrains, seeking out Drak-sai gun emplacements and interceptors. Survive topside and you drop inside the planet for a wild tunnel tumble.



PROTIP: You can avoid most Drak-sai surface fire if you hug the ground and fly through canyons.

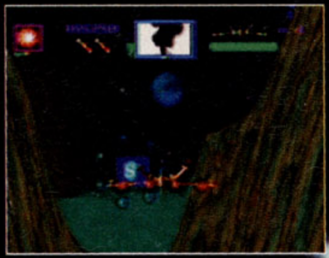
PROTIP: Watch out for red blasts. One hit and you're toast.



PROTIP: It's hard to maintain control when you roll left or right. Use this move only for emergency maneuvers.

During surface battles you can take various paths past different Drak-sai fortifications. However, you can't fly just "anywhere," because your altitude and lateral movement are limited. Sometimes the overall feeling is that you're flying inside an invisible box – it's a big box, but a box just the same.

The controls are crisp and capable, but it takes time to develop a feel for the flying. You can pull killer 360-degree barrel rolls, for example, but until you're a FireWing ace you'll find yourself plastered against the side of a mountain more often than not. It's especially hard at first to judge how high or low you can fly, because the rapid forward-scrolling graphics bombard your eyes with visuals to near-lethal distraction. This causes mucho body-scraping along the ground or inside the planet tunnels. And, unfortunately, every collision saps the vital Shield strength on which your survival depends.



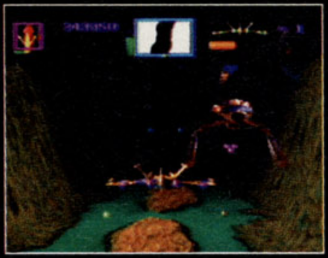
PROTIP: Always grab Shield power-ups.

PROTIP: You can "swing" shots wide, left and right, by quickly pressing Left or Right and immediately hitting the Fire button.

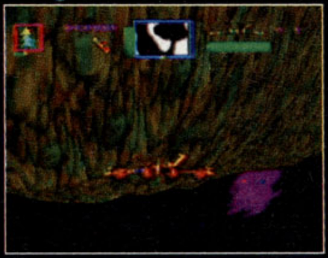
Destroying Drak-sai

Stay focused, because the Drak-sai have zeroed in on you! Your main opponents are determined horseshoe-shaped spacefighters, but they're supported by murderous ground fire from various anti-FireWing installations. By the time you reach the vicious round bosses, you're pretty well softened up.

Here Comes the Sun Gun!

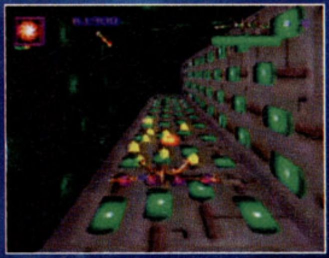


PROTIP: You need as many Pulse Bombs and other special weapons as you can carry to beat the end bosses.



Think you're good? Okay, fly a round upside down!

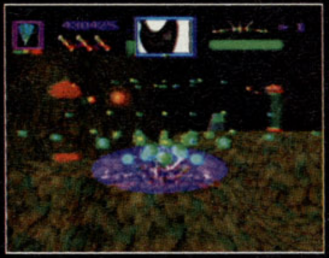
Your offense consists of a blaster, which you can juice to three levels with three types of power-ups. Nothing special here, but all the blasts are effective and cool-looking. Your aces-in-the-hole are Pulse Bombs, which clear Drak-sai off the screen with an awesome-looking, rolling bomb burst that spreads straight out in front of your ship.



PROTIP: Inside the tunnels, fire your guns to judge heights. Watch where the blasts burst.

A Visual Assault

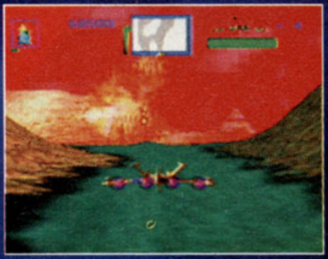
The 3DO graphics are a knockout. The planet-side terrain features eye-catching texture-mapped graphics that scroll beautifully as you fly through canyons, dip into valleys, and zip between mountains. The claustrophobic interior tunnels take on a psychedelic appearance as weird wall designs, massive metal obstacles, and assorted machines shoot past you.



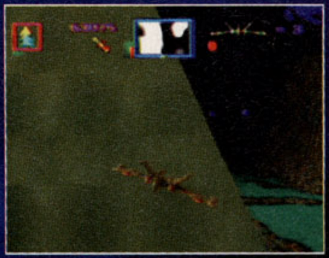
PROTIP: Blast everything in sight! Any Drak-sai equipment you destroy increases your Shield strength.

PROTIP: It's much better to concentrate on powering up one weapon than it is to fly indiscriminately through weapon icons.

The sounds won't prime your adrenaline pumps, but they swing when they need to. The music pumps above-average rock background sounds – they're worth medium volume settings, anyway. The sound effects are minimal, but effective.



PROTIP: Use Pulse Bombs often during early rounds, when there are plenty of Pulse icons to find.

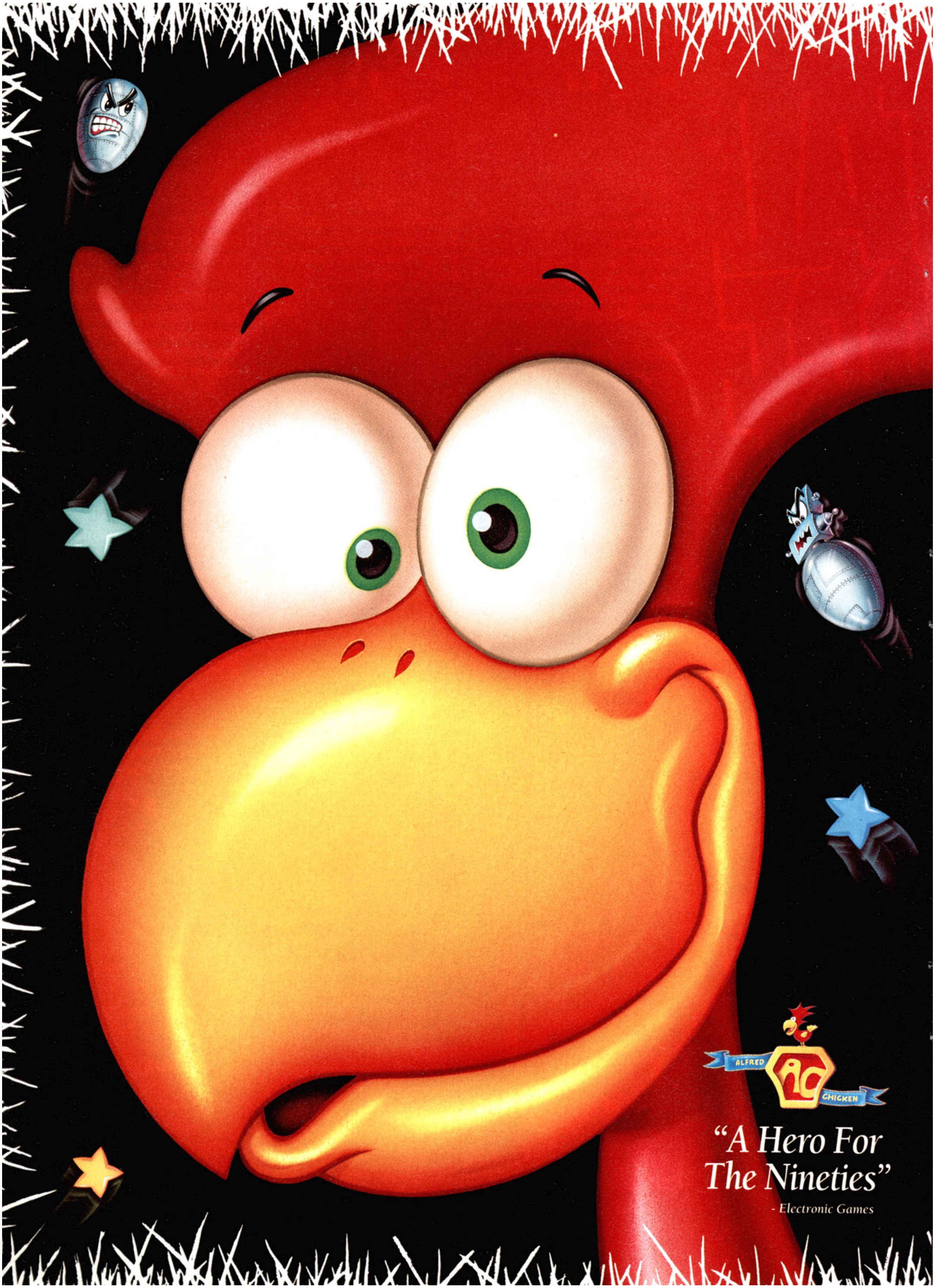


PROTIP: Watch it when you bank left or right – mountainsides can come out of nowhere.

PROTIP: Pulse Bomb blasts do not stop enemy shots.

Total Commitment

This is a worthy first-time 3DO sci-fi battle. Space aces will get their planet-rocking, missile-locking fix, and new 3DO owners can feel satisfied with their investment. Total Eclipse is totally cool! G



ALFRED
CHICKEN
"A Hero For The Nineties"
- Electronic Games

Are You Ready To Play The Ultimate Game of Chicken?

Egg-splore five way out worlds and warp space!

Alfred Chicken™ is the hottest new game to hit your video game system! Get ready for non-stop egg-citement with Alfred Chicken, a hero of another feather! It'll take more than a few fowl-feasting fiends to stop this wacky "Super-Hero-In-Training!"

You'll face uncertain danger as you guide Alfred along his menacing journey to rescue his kidnapped egg buddies from the evil Meka Chickens and thwart their plot for World Domination.

Fight your way through some of the most bizarre worlds imaginable, filled with formidable foes, perilous pitfalls, secret passages and hidden warp rooms to explore.

Make mincemeat out of Meka Chickens, and dodge their deadly traps. It's hours and hours of action and laughs with one off-beat bird.

Secret passages, extra lives, hidden rooms and puzzles!

You've played those other heroes, now try a hot new challenge! If you're looking for non-stop excitement and thrills-a-plenty, look no further 'cause Alfred Chicken is here!

Available for NES®, SNES® & GameBoy®

SUPER
ALFRED CHICKEN
Nintendo
FROM THE SOFTWARE TOOLWORKS
SUPER NINTENDO
ENTERTAINMENT SYSTEM

MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

For store nearest you or to buy, call
1-800-234-3088

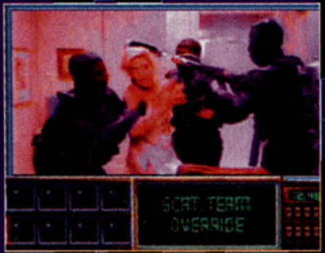
For an Alfred message call
1-800-ALFREDC

Copyright ©1993 Twilight. Copyright ©1993 Mindscape, Inc. a Software Toolworks Company. All rights reserved. Alfred Chicken is a registered trademark of Twilight. Mindscape and its logo are registered trademarks of Mindscape, Inc. The Software Toolworks and its logo are registered trademarks of The Software Toolworks, Inc. Nintendo, Super Nintendo, NES, SNES and GameBoy are registered trademarks of Nintendo of America Inc.

NIGHT TRAP

By Toxic Tommy

Night Trap is banned in England, banned in the U.S. Senate, and most importantly, banned in Toys "R" Us. Its use of real actors in a handful of C-grade horror movie death scenes makes this 3DO CD inappropriate for impressionable preteens. But if you're old enough to shell out 3DO bucks, view any current horror movie, or read a Stephen King novel, you'll wonder what all the commotion concerning this below-average CD game is really about.



PROTIP: Better save Lisa in the first disc.

PROTIP: Don't stick around to watch the trapped Augers. Move quickly to the next trap.

PROTIP: The Augers in this 3DO version appear at the same times and places as those in the Sega CD version.

3DO Game ProFile

Night Trap

By Digital Pictures

Slow game play, bad acting, and a too-bouncy rendition of the Night Trap theme suck the blood out of this low-action CD.

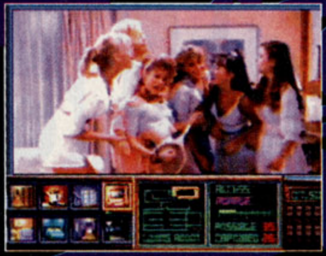
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	2.5	BEG. Beginner

Price not available
CD
Available now
Action

1 player
Multiple views
Multi-scrolling

The Last of Its Kind

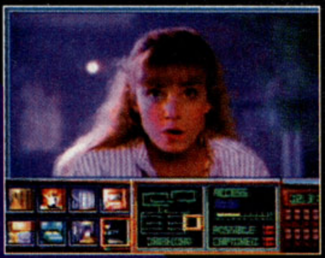
Night Trap was the first Sega CD game, and this 3DO version is exactly the same game with minor cosmetic changes to the interface. The use of live actors in video, the TV-like props and dialogue, and the CD-quality sound were innovative at one time, but Trap's graphics and sounds now play like standard stuff.



Nubile, unmarried females!

Makes You Want to Scream

Night Trap is a low-energy, real-time action game that puts the "couch" in couch potato. A house full of suspected vampires is rigged with eight cameras and trapdoors. Your task is to switch among the cameras and activate the traps to protect five unsuspecting visitors. Allow one fatality, and you're booted out of the game.



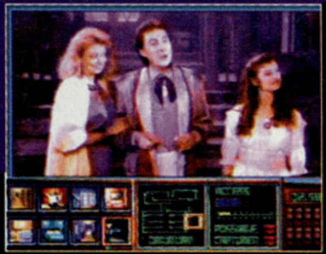
Dana Plato sighting!

PROTIP: Every Auger counts, so pause often and get your bearings. You want to know exactly when to be in what room.

PROTIP: Each time you hear a "click" it means Augers have entered the house and you missed 'em! Jot down the time when the click sounds to help you nail the Auger next time.

PROTIP: There aren't many code changes, but you'll never make it if you miss 'em. Follow the Martins and listen.

The trick is to simply jot down the time on the game clock whenever you discover bloodsuckers. Eventually, you create a time log. Then it's a simple matter of watching the clock, moving to a room, waiting for a Trap Sensor to light up, and pressing one button. The game asks very little of the controls, and they respond well.

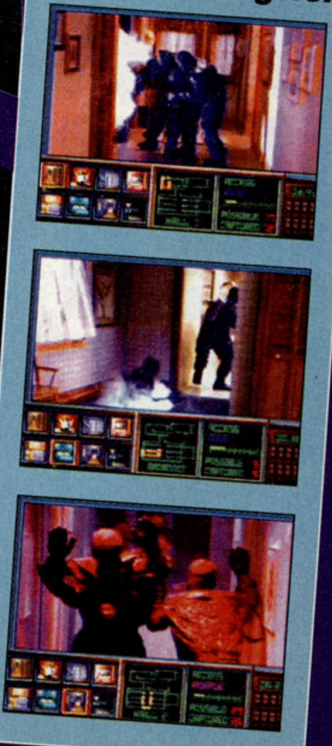


The Martins, yuppie vampires

The Horror, the Horror!

The acting is so bad it's funny, but your own twisted sense of humor is really all that juices this game's appeal. The vampire villains are blood-sucking yuppies. The five designated victims are nubile, young, unmarried, all-American "babes." Lumbering, masked secondary vampires called Augers do the real dirty work. An "auger," as defined by Webster's dictionary, is "a tool for boring holes in wood," which one could argue is essentially what happens when the Augers catch one of the airhead victims.

Trap those Augers!

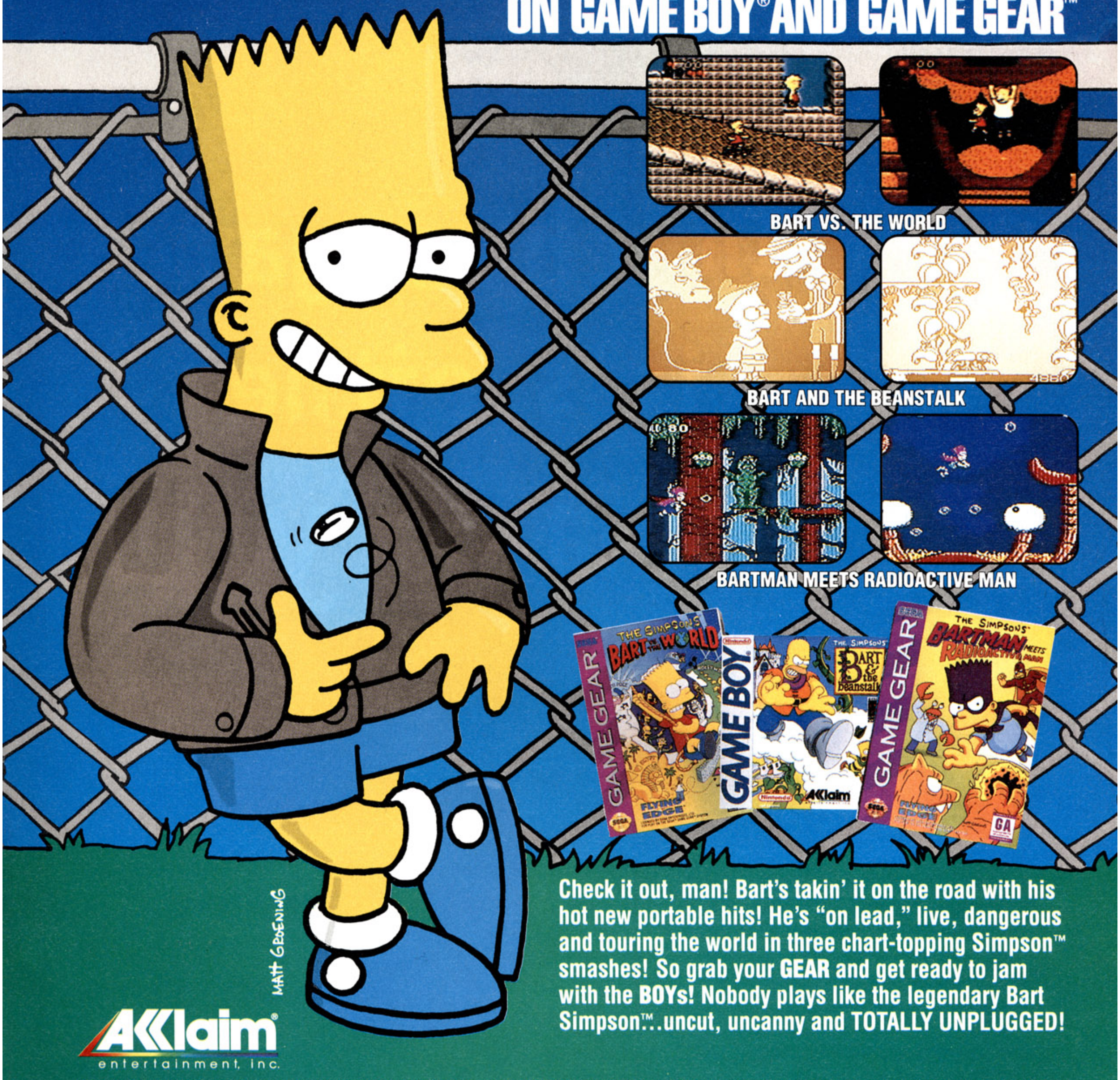


Good Night

Thanks to all the media hype, Night Trap has earned a place in video-game history as the first banned CD game. However, if you really want to see the scary undead, rent *Dracula* the movie. If you want graphic video game blood and guts...well, there's always Mortal Kombat. G

BART SIMPSON™ UNPLUGGED

ON GAME BOY® AND GAME GEAR™


BART VS. THE WORLD
BART AND THE BEANSTALK
BARTMAN MEETS RADIOACTIVE MAN
GAME GEAR
THE SIMPSONS BART vs. THE WORLD
FLYING EDGE
SEGA
GAME BOY
Nintendo
THE SIMPSONS BART & the Beanstalk
Acclaim
THE SIMPSONS BARTMAN MEETS RADIOACTIVE MAN
GA
MATT GROENING

Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your **GEAR** and get ready to jam with the **BOYs**! Nobody plays like the legendary Bart Simpson™..uncut, uncanny and **TOTALLY UNPLUGGED!**

Acclaim®
entertainment, inc.

The Simpsons TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. Sega and Game Gear are trademarks of Sega Enterprises, Ltd. Nintendo ®, Game Boy® and the official seals are registered trademarks of Nintendo of America Inc. Flying Edge & Acclaim are divisions of Acclaim Entertainment, Inc. TM, ® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

VOTED 1993
GAME OF THE YEAR
BY SEGA™
In this game
it's either
them or you.

SOLDIERS OF FORTUNE

You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.

The gold you earn pumps up your character's speed, skill and weapon power.

Around every corner lurks another sleazeball with a bad attitude.

You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.

Set up crossfires and ambushes, because teamwork is the only way to survive.

Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?

GENESIS
SOLDIERS OF FORTUNE

SOLDIERS OF FORTUNE
Spectrum HoloByte
SUPER NINTENDO

Available on SEGA™ Genesis™ and Super NES®.

Spectrum HoloByte

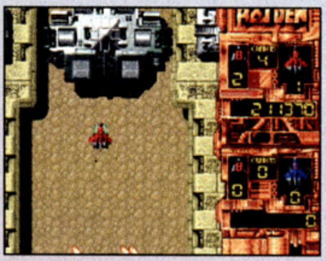
For Visa/MasterCard orders call anytime: 800-695-GAME.

© 1993 Spectrum HoloByte. Soldiers of Fortune is a trademark of Omega Group Ltd. and is used under license. Super NES is a registered trademark of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. All rights reserved.

RAIDEN

By Scary Larry

Overhead arcade shooters were the rage in the mid-to-late 80s'. Xevious, Raiden, Twin Cobra, and others challenged gamers with their unique perspective and challenging game play. Now, though, it's the 90s', players are more discriminating. With 64 bits of power under its belt, Atari should have revamped – not just rehashed – this classic game.



PROTIP: Stay dead center for this boss, and the gunfire raining down won't touch you.

Just Shootin' the Ship

It seems that ol' Mother Earth is under attack from militant alien invaders again. And, as usual, it's up to you and your Raiden Super-Sonic Attack Fighter to go on the offensive and flush out these intergalactic idiots.

Jaguar Game ProFile

Raiden

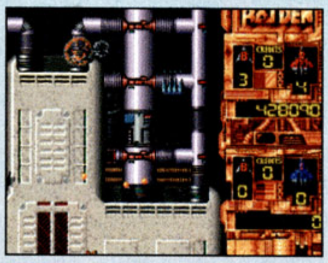
(By Atari)

Although Raiden does have some nice graphics and there's no sign of slowdown, it's not a 64-bit showcase. The game play isn't spectacular, and it's all too familiar. You may find yourself lost in this wild blue yawner.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.0	INT. Intermediate

$49.95
Available now
Shoot-em-up
2 players

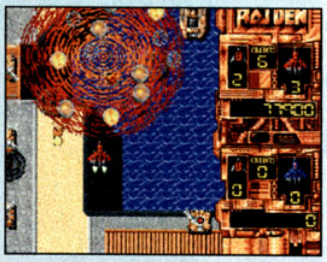
8 levels
Overhead view
Multi-scrolling



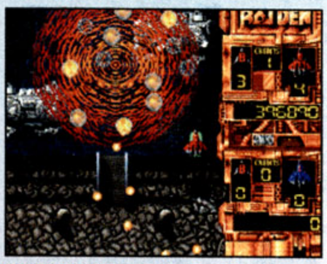
PROTIP: Beware of the crawling blue arachni-tanks. You can shoot them only when they're on the top of the metal framework.

Seen It, Done It

The graphics in Raiden are basic and one-dimensional. Nothing moves in or out of the background, and the detail on the alien crafts is minimal. The bosses are just larger versions of the military equipment, and the backgrounds are plain and uninspired. Although there's no slowdown, the game feels sluggish at times (maybe because nothing is happening).



PROTIP: When you release Bombs, use the resulting explosion as a shield and move your ship into any approaching enemys.

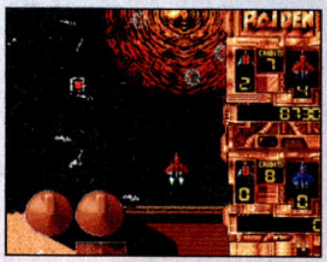


PROTIP: You cannot release more than one Bomb at a time, so if you're trying to obliterate a boss with Bombs, wait until just before the explosion settles down to release the next Bomb. Your enemy won't have a chance to breathe.

The sound isn't bad, but it isn't spectacular either. The explosions and Laser shots are defined, but not aggressive. There's no speaker rockin' here, unless you've tipped over your TV.

The controls are responsive, but you must continually tap the Fire button to get off a shot (there's no rapid fire on the Jaguar controls). Sometimes weaving the ship from one side of the screen to the other seems to take longer than you want, but that may be because you wish you were somewhere else.

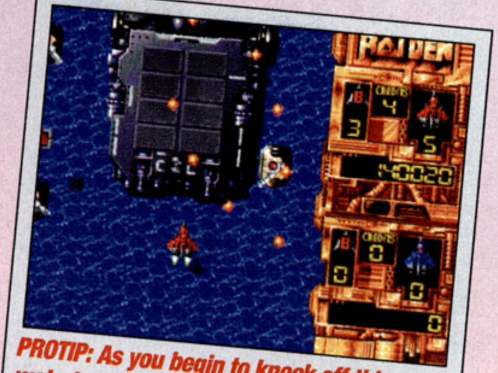
As for challenge, you've got this game whipped if you ever beat any of the progressive SNES shooters like Axelay or Super E.D.F. With the eight continues, the game seems easy. And, since your bombs are re-stocked every time you lose a ship, blasting through the bosses is a no-brainer.



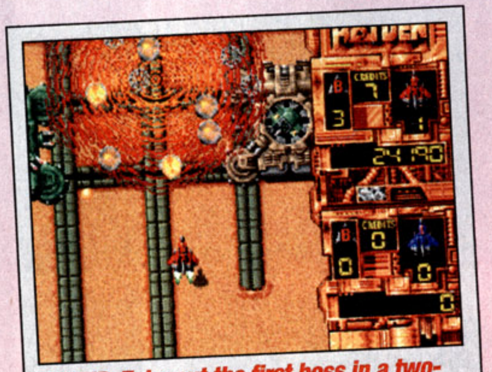
PROTIP: Don't worry about saving your Bombs. Your supply is replenished when you're killed. Use the Bomb whenever you're in a tight pinch.

Look to the Skies

The time has come to demand more for our megabits. A snoozer like Raiden just seems out of place on a powerful system like the Jaguar. Let's hope Atari gets into the cartridge rental arena soon. G



PROTIP: As you begin to knock off this waterborne mechanical boss in Stage 2, look for the Ultra Power Up it releases. This will take your weapon to maximum charge.



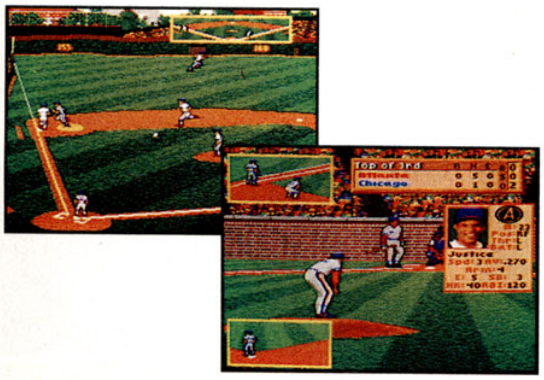
PROTIP: Take out the first boss in a two-pronged attack. Land Bombs in between both machines to score a lethal hit. Strafe with gunfire, then release another Bomb.

BONDS
BAERGA
9
34

GOING, GOING, GONE.

You want big league power? Then take your cuts with the likes of Bonds, Puckett, McGriff, Galarraga, Grace, Gonzalez, Baerga and Dykstra. Just some of the 650 MLBPA superstars you'll muscle up with in HardBall III™ for the Super NES™. You'll get 28 big league teams playing a 162 game big league season in 28 authentically rendered ballparks. And to truly separate the slap hitters from the sluggers there's even a Home Run Derby. HardBall III for the Super NES. Take one out of the yard. *To order, visit your favorite video retailer or call 1-800-245-7744.*

MAJOR LEAGUE BASEBALL PLAYERS



SPORT ACCOLADE™

GET IN THE GAME.™

HardBall III
Nintendo
SUPER NINTENDO

Accolade Inc., 5300 Stevens Creek Blvd., San Jose, CA 95129. Accolade is an official licensee of the Major League Baseball Players Association. © MLBPA MSA. Super NES is a trademark of Nintendo of America, Inc. HardBall III is a trademark of Accolade, Inc. ©1993 Accolade, Inc. All rights reserved.

BLOW-AWAY CD-ROM GRAPHICS IN A CARTRIDGE!

Now Available On Super Nintendo!

FLASHBACK

THE QUEST FOR IDENTITY™

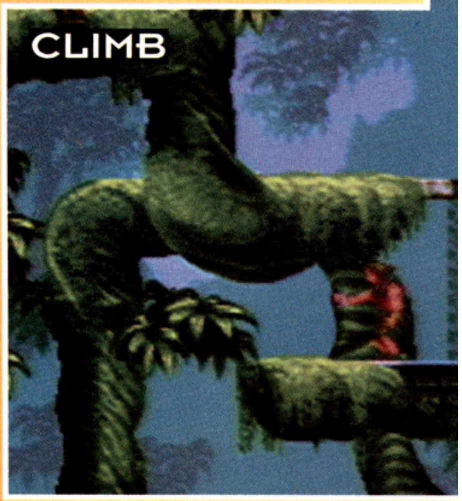
Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history – and you're the star!

As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?

NEW WASHINGTON: You found your memory. Now if only you could loose those mutants. . .

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?

PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.



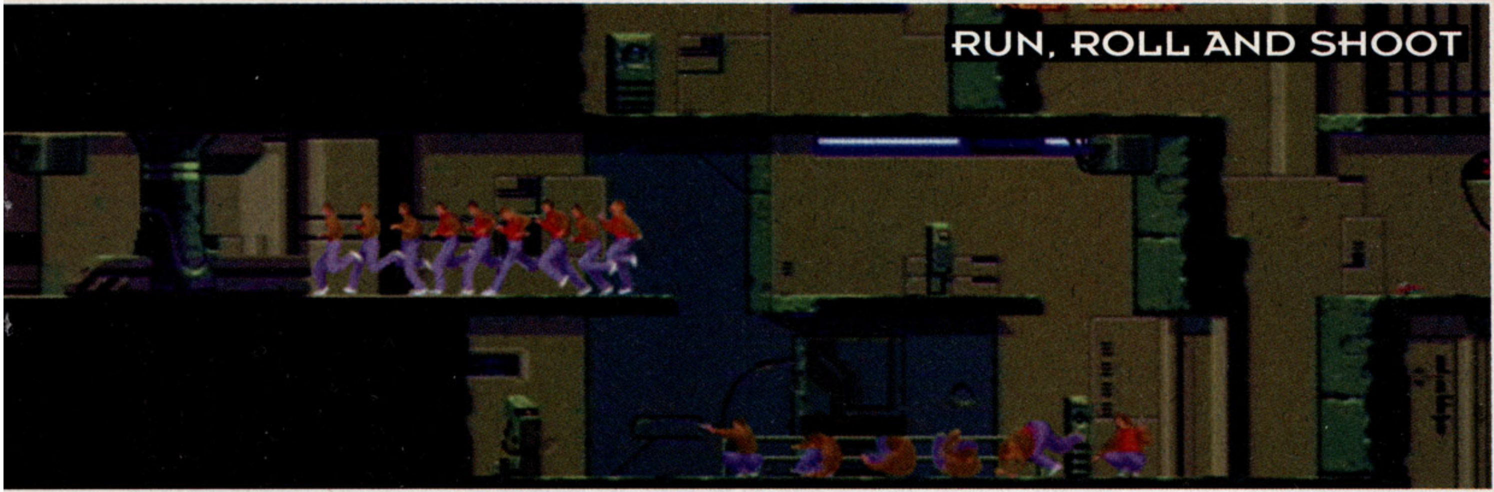
U.S. GOLD and Delphine Software International
PRESENT
FLASHBACK
THE QUEST FOR IDENTITY
Exclusive Marvel comic inside!
GENESIS
U.S. GOLD PRESENTS FLASHBACK
THE QUEST FOR IDENTITY
Nintendo
EXCLUSIVE MARVEL COMIC INSIDE!
SUPER NINTENDO ENTERTAINMENT SYSTEM

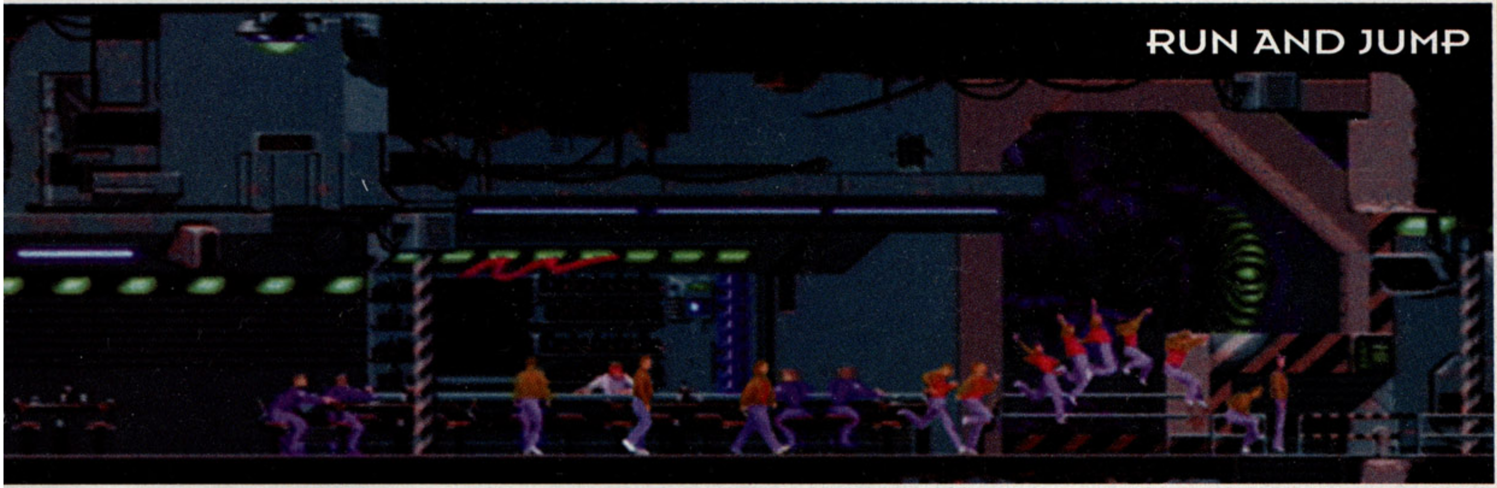
Delphine Software INTERNATIONAL

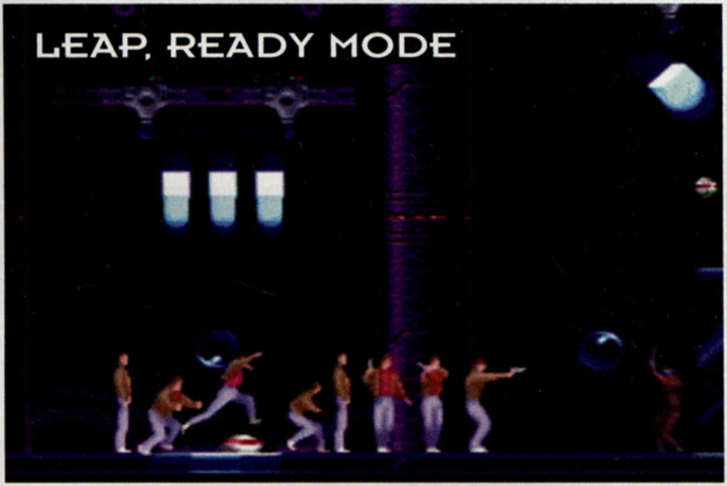
U.S. GOLD

Available for Super Nintendo Entertainment System® and Sega™ Genesis™.

Flashback · The Quest for Identity © 1993 Delphine Software and U.S. Gold, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo Entertainment System and the Official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

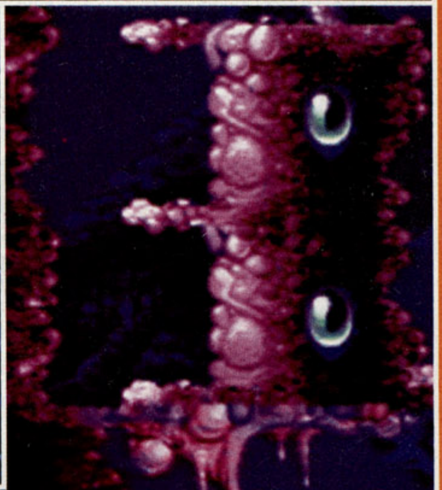

RUN, ROLL AND SHOOT

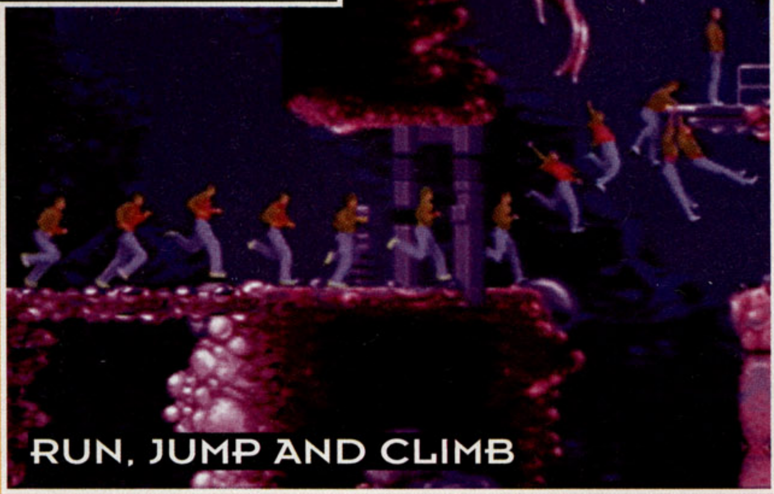

RUN AND JUMP


LEAP, READY MODE

CYBER TOWER: The game show where you compete with violent replicants for the grand-prize — your life.

PLANET MORPH: On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.




RUN, JUMP AND CLIMB

Hockey
Winter Sports
Soccer

The Sports Page

March
1994

NHL Stanley Cup's Mode 7 Looks Nice on Ice

NHL Stanley Cup

SNES

By Weekend Warrior

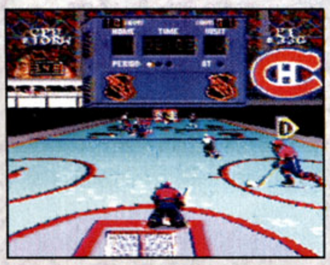
Nintendo's latest hockey cart is an eye-catching showcase of the Super Nintendo's Mode 7 graphic capabilities. Unlike most hockey games, which present the action from an overhead or side-scrolling point of view, NHL Stanley Cup shoots you a player's-eye view of a rink that rotates 360 degrees to match the movement of the puck. Much like Nintendo's other Mode 7 sports hit, NCAA Basketball, this game is constantly in motion, and it's as close as you can get to the real experience without losing any teeth.

NHL
Stanley Cup

NHL Authentic

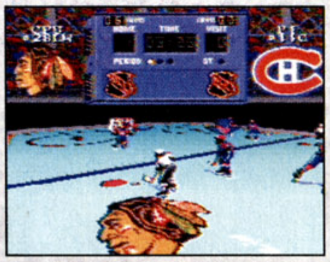
NHL Stanley Cup has great game play features. Play solo or against a friend in a single-round exhibition, or try an entire 84-game season with any NHL team, including the new Mighty Ducks. The battery back-up keeps track of your performance throughout a season, supplying passwords so you can pick up where you left off. Unlike the real NHL, you have the option of skipping a game on the schedule or deleting losing performances from your record.

This cart is extremely faithful to real hockey, and all NHL rules are strictly enforced. However, a bevy of options enables you to customize the game to your play level – as examples, you can't deactivate penalties, make manual or automatic roster changes, and change the length of the periods.

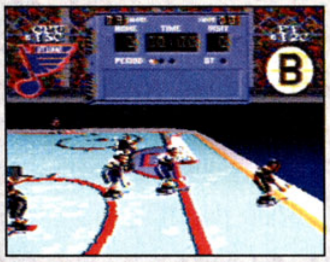


PROTIP: Always have your goalie cover the net as he shoots the puck back into play. This prevents an opponent from intercepting the shot and slapping it quickly into an open net.

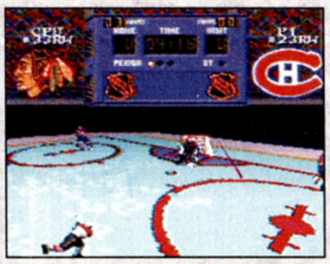
The control is sharp and responsive, a necessary requirement for fast-moving games like this. You control all of your player's actions, from choosing between wrist and slap shots, poking in to steal the puck, or rendering a bone-crushing body check. On-screen actions are very responsive to your button presses, and it's easy to switch from one player to another to stay with the puck.



PROTIP: Don't waste time chasing down opponents. Anticipate where the opponent is going or which team member he might pass the puck to, and switch to the defender closest to that point.

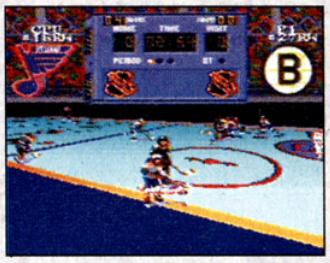


PROTIP: Goalies will often fall for fakes, thus providing an opening for your shot at the goal.

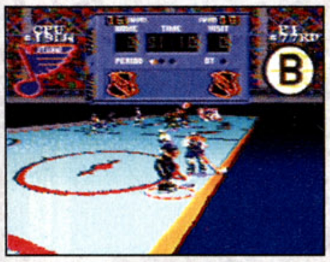


PROTIP: Slap shots take extra time to pull off and are hard to execute right in front of the goal. Try a quick wrist shot instead.

PROTIP: There are no icing calls if you are down a man.



PROTIP: Hip checks are at their most effective when you're playing against the boards.

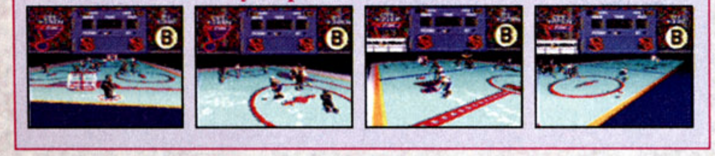


PROTIP: Use your aggressive moves only on players with the puck, or the zebras will call you for roughing.

Mode 7 Heaven

Clearly, the highlight of NHL Stanley Cup is its excellent use of Nintendo's Mode 7 technology. All of the on-screen elements scroll smoothly as you whip completely around the virtual environment. Up close, the players are large, detailed, and well-animated, and all on-screen elements scroll cleanly without any flicker or slow down. The graphics aren't perfect,

Go 360! NHL Stanley Cup's Mode 7 – it's as smooth as ice.



however – the speed of the action takes some getting used to, and the ice-level camera angle often makes it difficult to discern players when there's a sudden pileup in front of the goal.

In addition to the great graphics, sharp, distinct digitized sound effects round out the believable hockey experience. Among the sounds you hear are skates on ice, slap shots, and awesome body checks.

Hit the Ice!

NHL Stanley Cup faces stiff competition from EA Sports' NHL Hockey '94. While NHL Hockey '94 may appeal more to true hockey die-hards with its extensive features, stats, and actual NHL player's names and faces, NHL Stanley Cup is a fast-paced, action-oriented cart with awesome visual pizazz that'll appeal to all types of gamers. NHL Stanley Cup scores high on fun! G

NHL Stanley Cup by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	5.0	Adjustable

$49.95	2 players
8 megs	First-person view
Available now	360-degree rotation
Hockey	Passwords

Racing on the Edge with Winter Extreme

Winter Extreme

SNES

By Toxic Tommy

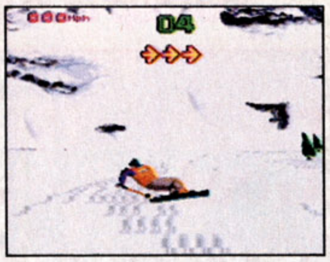
Winter Extreme by Electro Brain takes video skiing/snowboarding to...well, extremes. Electro Brain is based in Utah, and if there's one thing they know in Utah it's snow. Moreover, the cart was designed by Loriciel in France, a locale famous for spectacular skiing and superstar skiers. If this cart doesn't prime your adrenaline pump, few games will.

Welcome to Vertical Reality

There's no cutesy, weekend skiing here; it's the ferocity of the velocity that will make you want to strap on this game. This hard-chargin' cart has the same appeal as a behind-the-car view auto racing game. Speed is your creed, and it's murder to stay on the course. In fact, kids and those with low tolerance for wipeouts ought to stick to the bunny slopes and stay away from this cart.

You can choose to use skis or ride a snowboard, a cosmetic decision since they play exactly the same. If you're some sort of snowboard stud, forget about it. This cart doesn't showcase that sport's unique airborne moves, although you can do the occasional quick flip.

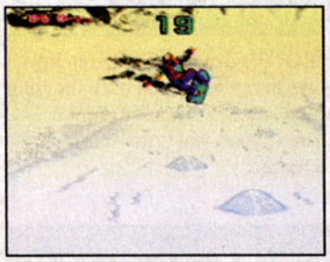
You get three types of challenge in Winter Extreme: a Slalom, a Giant Slalom, and the Downhill. The slaloms require you to twist and turn as fast as you can, racing against the clock through a series of gates. The Downhill is a banzai, breakneck drop down the slopes. You have a limited amount of time to hit checkpoints, or your run's over.



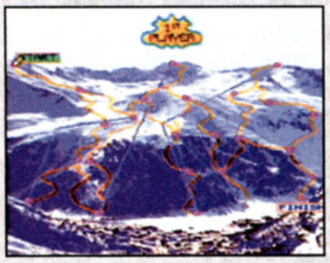
PROTIP: When you're trying to qualify, one spill can sabotage your attempt.

PROTIP: No way you can stay on the course if you just hold down B, the speed button. Learn when to coast or you're toast!

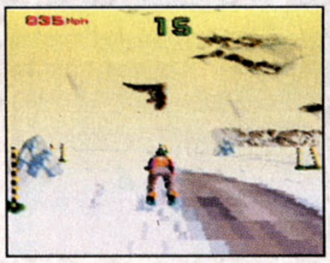
PROTIP: Always press B, the speed button, when you wipe out to quickly get back on the course.



PROTIP: If you catch air after jumping a mogul, you can still turn.



PROTIP: Unless you're a gonzo ripper, study the course map before you hit the slopes.



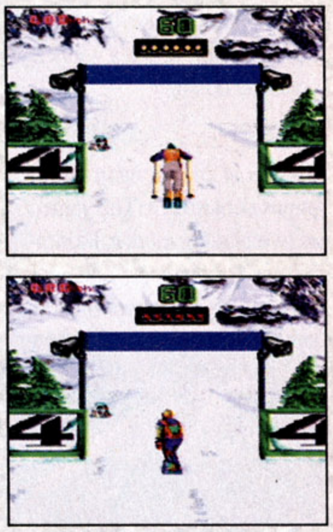
PROTIP: Avoid dirt patches, because they'll slow you down and kill your time.

At least the crisp controls provide you with a fighting chance to complete any course. You can make sharp mega turns, speed up, or slow down. For fun you can also bust a few jumps, but they're just for show. Expect to wipe out early and often!

Extreme Conditions

Outrageously fast-and-furious forward-scrolling action pushes WE's graphics to the limit. This is what a racing game should look like. The dizzying dips and sudden turns make you bob and weave like you're really there.

The awesome animation gives the game visual polish, but it's tempered by just average-looking sprites and repetitive backgrounds. A few spectacular wipe-out scenes would have broken up the monotony.



Skis or snowboard, it's all the same in Winter Extreme.

The sounds are just snow-so. The tinny music freezes your ears, although the shushing sounds good. You'd best tune in your favorite hard-rockin' CD.

Ice Scream, You'll Scream

If you feel the need for speed, whether you're housebound or snowbound, Winter Extreme is fast-paced video fun. Just fire up a fan to blow air into your face and get some buddies to bomb you with snow cones, and you're there! G

Winter Extreme by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	3.0	4.0	4.0	Advanced

Price not available	2 players
8 megs	Behind-the-player view
Available February	Forward-scrolling
Skiing/snowboarding	

Soccer Madness

Get your kicks with this roundup of recent soccer carts.

Super Soccer from Super Goal 2

Super Goal 2

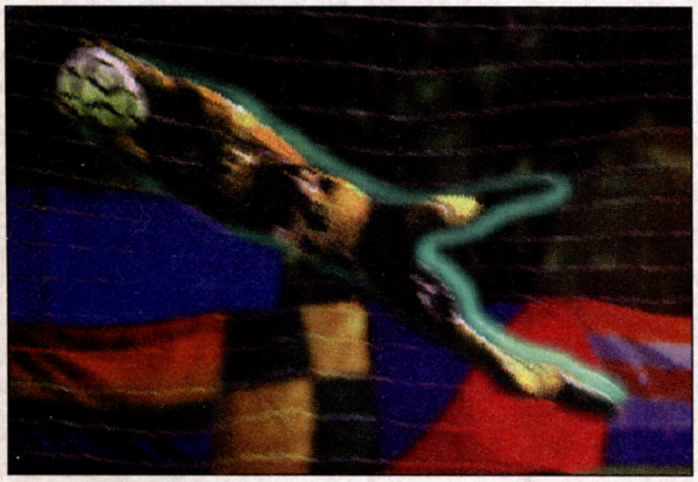
SNES

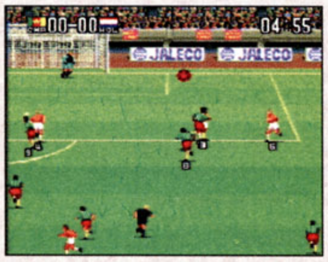
By Athletic Supporter

Jaleco's Super Goal 2 for the SNES looks and plays like a World Cup contender. This game has it all – tons of options, colorful graphics, and good control. It's a winner across the board.

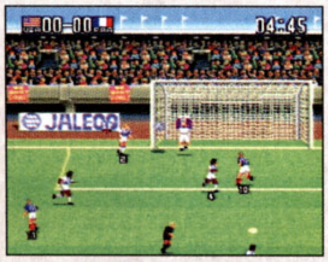
Super Soccer

Super Goal 2 is strong in the options department. The game has two playing modes, Exhibition and Tournament. You get to pick from 20 of the world's top soccer countries, including the up-and-coming U.S. squad and the powerful German team that won the last World Cup. Each team has its own set of strengths, with ratings in Speed, Defense, Offense, and Aggressiveness based on the actual teams (Brazil is the fastest team, Germany has the best defense and offense, and Argentina is among the most aggressive; the U.S., as expected, is near the bottom in most categories). Super Goal 2 also has four fields, each with a different surface that has its own effect on the ball.

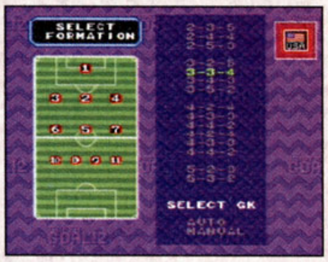




PROTIP: On offense, the computer loves to center the ball from the wing. Keep an extra defensive player around your goal to deflect any balls in the air.



PROTIP: Different players have different abilities. Don't let your fullback take a lot of shots, because he's not going to score much. Your strikers can control the ball in mid-flight, so let them take most of the shots.



PROTIP: Know your team's strengths. If you've got a good defensive team, use a formation that has a strong defensive setting.

To take full advantage of these game play variables, you have responsive controls. This cart has the most effective headers and bicycle kicks of any of the SNES games reviewed in this issue. The only complaint about the controls is the confusion that results when you switch defenders. Sometimes you don't get the player you want to control, but this is only a minor flaw.

Super Graphics

The graphics for Super Goal 2 are, in a word, super! The colors show up well on the screen, and the players are detailed. Their movements, especially when executing aerial jumps or headers, are definitely cool to watch.

In contrast, the sound is merely OK. Like most soccer carts, this one features one of those mind-numbing soundtracks that become annoying after awhile.

Overall, Super Goal 2 is the leading scorer of all the SNES soccer games in this Soccer Madness roundup. It's not the greatest of all time, but for now this one shoots and scores! G

Super Goal 2 by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Price not available	2 tournaments
4 megs	¾-overhead view
Available February	Multi-scrolling
Soccer	Passwords
2 players	

Play Pelé's Way

Pelé

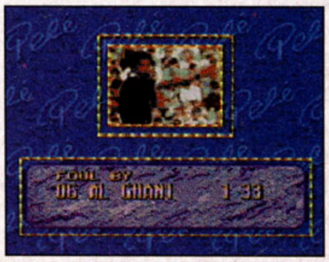
Genesis

By Athletic Supporter

With the World Cup coming to the U.S. next summer, it seems fitting that a soccer cart named after one of the only players recognizable in America would finally appear. While the game doesn't quite live up to the reputation of its namesake, tons of options and good special effects make this a pretty cool cart.

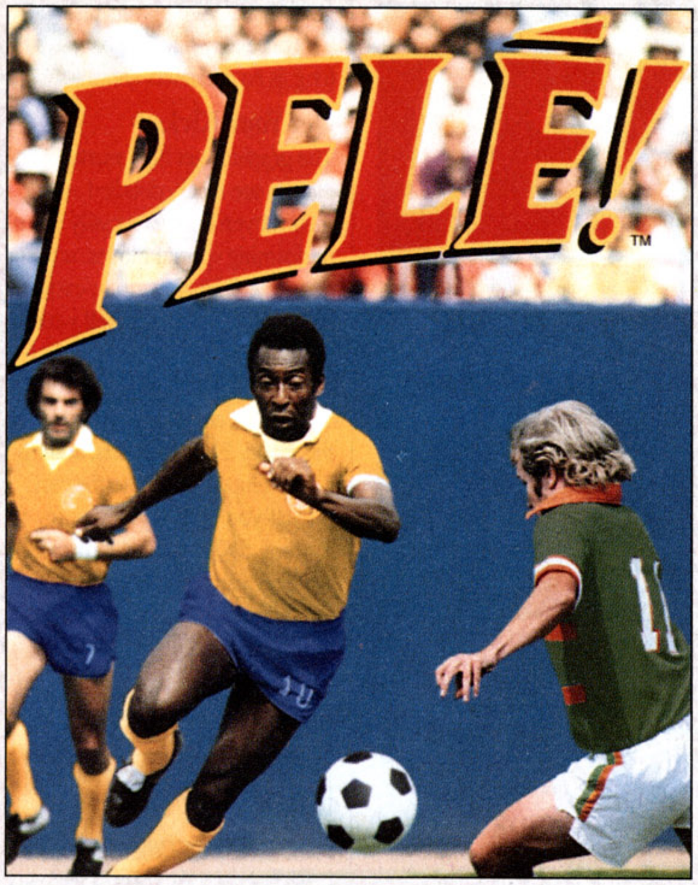
Pelé Play

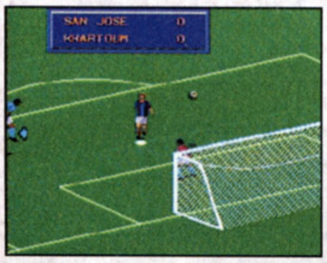
Pelé scores with a lot of options. There are four ways to play Pelé. You can have Exhibition matches between 40 teams. Or, you can play in a 16-team Tournament or a 40-game Season. The best playing mode of all is Practice, something all soccer carts should (but don't) have. The Practice mode gives you a chance to perfect your on-field moves without having to lose a match.



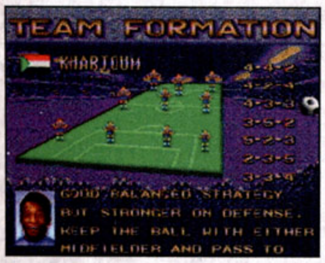
PROTIP: The zebras make too many calls, so turn off the Foul option and let the play get physical.

You'll need practice, because the controls aren't strong enough. The players respond sluggishly, which is not what you expect from a 16-meg Genesis game.





PROTIP: Dribble the ball to one side of the penalty box and then press either Button A or Button C to center the ball in the middle of the field. This sets up a perfect header for a goal.



GOOD BALANCED STRATEGY BUT STRONGER ON DEFENSE. KEEP THE BALL WITH EITHER MIDFIELDER AND PASS TO

PROTIP: Since you can change formations at anytime, pick the best formations that suit the situation. Pelé himself will give helpful hints on what formation to choose.

The game play has two other minor problems: the fouls and the clock. The zebras call the games closely, which severely cuts into the excitement. Also, you can't see the clock, so you don't know exactly how much time is left.

The Sounds and Sights of Soccer

The graphics for Pelé are above average, but they're nothing to write home about. The players are large enough to identify easily, and at least you can always tell which player has the ball, which you can't always tell in other carts.

The crowd noise is pretty cool, too. When a team scores a goal, the throng goes crazy and sounds a lot like those boisterous stadiums you hear in Europe and South America.

The graphics and sounds help compensate for what is at times frustrating, penalty-filled game play. Combine the technical effects with all the team options, and there's enough here to keep any aspiring soccer player entertained for hours. G

Pelé by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.5	INT. Intermediate

Price not available
16 megs
Available now
Soccer
2 players

2 tournaments
Multiple views
Multi-scrolling
Passwords

Fast Fun from World Soccer '94

World Soccer '94: Road to Glory

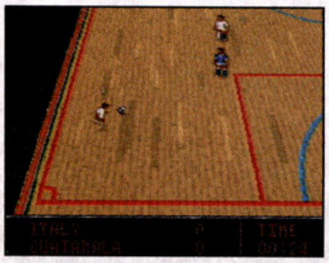
SNES

By Athletic Supporter

To say that Atlus' World Soccer '94: Road to Glory for the SNES plays at a high rate of speed is like saying Pelé was just an average soccer player. This game looks and plays like a VCR tape running on fast-forward, and it takes some getting used to. However, despite its intimidating high-speed challenge, in the final analysis this game scores big-time.

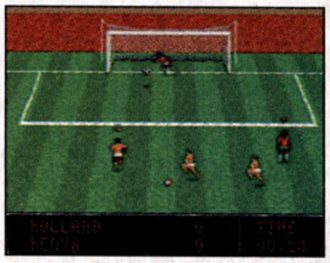
Shooting and Scoring

World Soccer has a stadium full of options. There are almost as many ways to play this game as there are teams. (And that's 64 teams!) Virtually every aspect of the game is adjustable, from the type of match you want to the weather conditions and your player's hair color. The best feature is the Indoor option, which is a great version of the Major Indoor Soccer League.

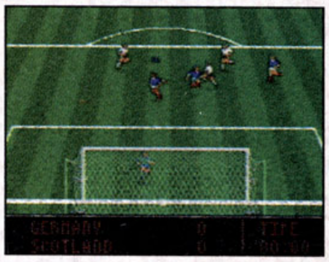


PROTIP: If you're playing the Indoor option, use the walls to set up your shots and pass the ball to teammates.

What will startle you, though, is the game's speed. Even at its slowest setting, World Soccer's players run at a dizzying pace and the ball zings all over the screen. Fortunately, the controls are pretty responsive. You can even control the flight of the ball after you kick it. Once you master the controls, you might find it hard to go back to playing a slower cart.



PROTIP: Move your striker inside the penalty box to lure the keeper out of the goal. Once he's out, kick the ball past him for an easy goal.



PROTIP: Since the game moves quickly, get ready for a lot of rebounded shots. The computer's keeper doesn't always catch the ball cleanly, so if you hang around the goal you can pick up an easy score.

Shooting and Boring

Unfortunately, World Soccer's graphics don't keep up with the game's other features. The small players and the bland fields suggest first-generation NES graphics, rather than the detailed graphics you'd expect to find in a 16-meg cart.

The sound isn't much better. Disappointingly, the roar of the crowd is reduced to something from an old horror flick.

World Soccer has its flaws, but overall it's as fun as any soccer cart around. If you can overlook the graphics and learn to handle the speed, you'll want to get on this Road to Glory. G

World Soccer '94: Road to Glory by Atlus

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.5	4.5	4.0	ADJ. Adjustable

$59.99
16 megs
Available February
Soccer
2 players

4 tournaments
Overhead view
Multi-scrolling
Passwords

Acclaim's Champions of Frustration

Champions World Class Soccer

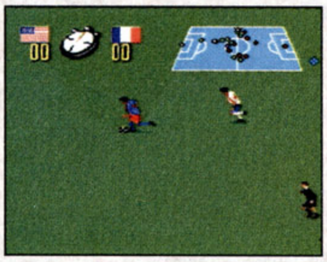
SNES

By Athletic Supporter

Champions World Class Soccer for the SNES looks good, has excellent sound, and offers above-average control, so you'd think this cart would be a World Cup finalist. Unfortunately, frustrating game play sinks the FunFactor to the bottom of the league standings.

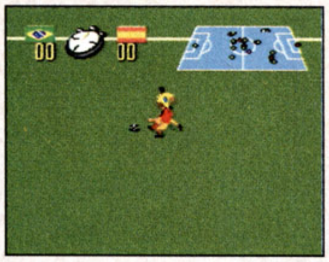
Out of Bounds

World Class Soccer is frustrating because it's so difficult to keep control of the ball. All of its good features and options are nullified by the difficult game play. Even Pelé would have a hard time scoring in this game.

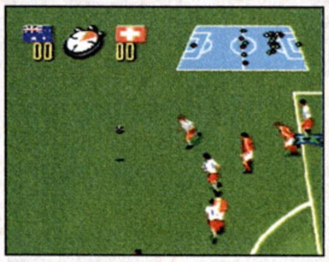


PROTIP: Press X for an extra burst of speed to catch up to an opponent and take the ball away.

The problem stems from the physical style of game play. Because the game allows so much extra contact without a penalty, it's almost impossible to dribble or pass the ball downfield on offense. No matter what player or team you've got, the opposition can easily steal the ball by bumping into your player.



PROTIP: When going for a steal, don't tackle your opponent. Just bump into him, and you'll come away with the ball.



PROTIP: If your opponent is near your goal and you steal the ball, press Y to clear the ball from his attack zone and end his scoring threat.

Apart from this fundamental problem, the controls are merely decent. On defense you can't switch players quickly enough, while on offense it's almost impossible to shoot on the run. The only saving grace is that your players respond well once they have the ball, as long as no defenders are near.

Get Your Kicks

The graphics get high marks. The players are nicely detailed and their movements, especially when performing special moves, are excellent. The players are easy to see, so you can always tell which player you control.

The sound is also top-notch. The crowd noise is based upon the rowdy European fans, adding a touch more realism to the cart.

If you're in the market for thrilling SNES soccer, look elsewhere. Despite World Class's few good points, the bottom line is the FunFactor, and that's where this cart trips up. G

Champions World Class Soccer by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	4.0	3.0	2.0	Advanced

$59.95
16 megs
Available now
Soccer
2 players
¾-overhead/from-the-goal view
Multi-scrolling
Passwords

World Cup Is World Class

World Cup Soccer

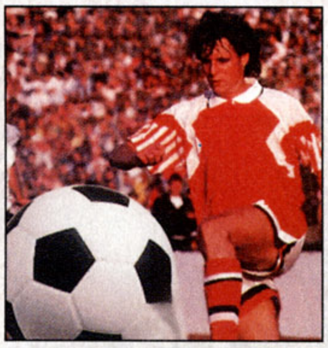
Game Gear

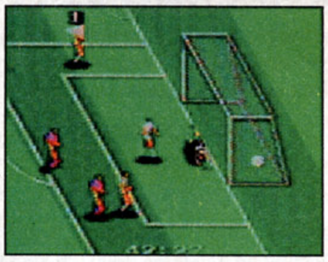
By Athletic Supporter

Sometimes that old saying about good things coming in small packages is true. Such is the case with Tengen's World Cup Soccer for the Game Gear. Surprisingly, this simple, fun-to-play cart has most of the features of its 16-bit counterparts.

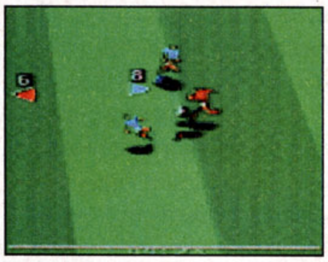
Play the Field

World Cup Soccer showcases 24 of the world's top soccer countries, including the U.S. You can play against the computer or use a Gear-to-Gear Cable to challenge a friend in the Exhibition mode. When you think you're ready to go for the gold, you can enter your team in the World Cup tourney. Earn enough points in the Elimination League, and you can go into the Final Tournament. The Final Tournament is a sudden-death tournament for the World Cup.





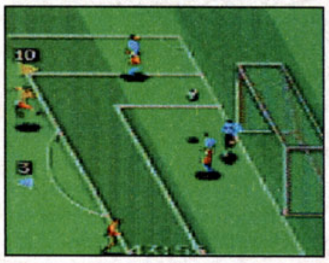
PROTIP: Move the ball from player to player in the attack zone to confuse the computer's keeper. Quick passing will result in an easy goal.



PROTIP: Press A for a sliding tackle to take the ball away from your opponent. Most soccer carts will tell you to stay away from tackling, but here it's an integral part of your defense.

The graphics, like the cart itself, are simple, but they're crisp and well suited for the Game Gear screen. The scrolling is smooth and fast and keeps up with the action.

The controls are as quick and responsive as any soccer cart on the market. The only complaint is on the defensive side, where the game is a little slow when you switch from one player to the next, a problem common to most soccer carts.



PROTIP: When taking your shot, come at the goal from a 45-degree angle and aim for the back post.

The sound is the weakest part of the game. The repetitive, mind-numbing soundtrack should come with some kind of mental-health advisory.

Rock 'Em Sock 'Em Soccer

World Cup Soccer is in a class by itself on the Game Gear. This one's a real kick. G

World Cup Soccer by Tengen

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	2.5	4.0	4.0	Adjustable

$29.95
2 megs
Available now
Soccer
2 players (using Gear-to-Gear Cable)
Side view
Side-scrolling
Passwords

INSTANT PARTY

JUST ADD BOMBS!

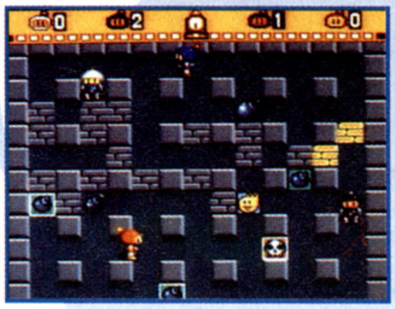
Super BOMBERMAN PARTY PAK
HUDSON SOFT
Features Include:
1- to 4-Player Battle Mode
12 customized Battle Zones
1- or 2-Player Adventure Mode
New Power-ups for super action!
Includes Super Bomberman Game Pak and Super Multitap Accessory
Includes the Super Multitap™ accessory!
SUPER NINTENDO ENTERTAINMENT SYSTEM

Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super Bomberman Party Pak features the mega-popular Super Bomberman game and the Super Multitap accessory! Hook up four players for nonstop, bomb blasting action in the Battle Mode! Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

SUPER NES MULTI-PLAYER ADAPTER
MULTITAP

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!

4 SC 1124310 0 SC 0



EXTRA SUPER NES CONTROLLERS SOLD SEPERATELY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

HUDSON GROUP
HUDSON SOFT®

Hudson Soft USA Inc., 400 Oyster Point Blvd. Suite 515
So. San Fransisco, CA 94080 (415) 871-8895

Super Bomberman™ and Super Multitap™ are trademarks of Hudson Soft USA, Inc. All rights reserved. © 1993 Hudson Soft USA, Inc. Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

Coach's Corner

By Coach Kyle

Start takin' notes, rookies. The Coach has consulted with game designers to score inside scoops on some of the best sports games of recent months.

NBA Showdown (SNES)

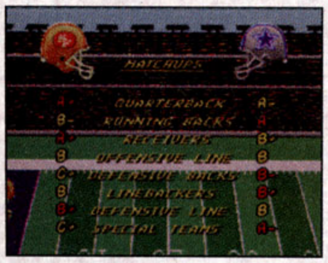
This game from EA Sports has got the moves, and here are two of the best:

COACH'S TIP: To activate Michael Jordan's Kiss the Rim signature slam, approach the hoop from straight down the court. Enter the key from the right side, and when Jordan's just past the foul line, hit Button Y. Check out this dynamic dunk on instant replay!

COACH'S TIP: To give your players Turbo speed, call a time-out after the tip-off, then hold R while pressing Up, Down, Right, Left on the directional pad. Keep holding R and tap L, then press Up, Down, Left, then Right. Tap L once more. Now when you re-enter the game, holding down L will make your man run at Turbo speed.

NFL Football (SNES)

Being able to pass is crucial in Konami's solid game. Here's how to get airborne:



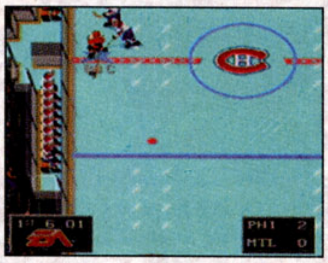
MATCHUPS

A+	QUARTERBACK	A-
B-	RUNNING BACKS	A
A+	RECEIVERS	B+
B	OFFENSIVE LINE	B
C+	DEFENSIVE BACKS	B-
B	LINEBACKERS	B+
B+	DEFENSIVE LINE	B
C+	SPECIAL TEAMS	A-

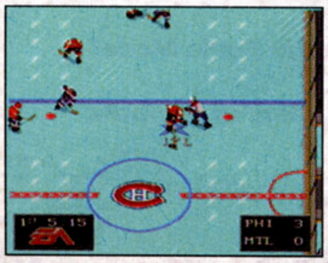
COACH'S TIP: To time your passes precisely, have your QB release the ball just as the receiver turns colors. Once you've mastered the timing, choose the San Francisco 49ers as your team, because they were given the most powerful passing attack by the programmers.

NHL Hockey '94 (SNES and Genesis)

EA Sports won several major awards with this exciting title. Here are some offensive and defensive strategies:



COACH'S TIP: On defense, use the Hold button to stop your opponent when he's bearing down on you for a one-on-one confrontation. Don't go for the risky all-or-nothing body check.



COACH'S TIP: For a great scoring opportunity when you're skating up the ice with the puck, draw the defense toward you, then pass to an open man at the last second.

COACH'S TIP: Skate right into the goalie while holding the puck out to the side. As your skater collides with the goalie, you don't even have to shoot and the puck will slide right into the goal!

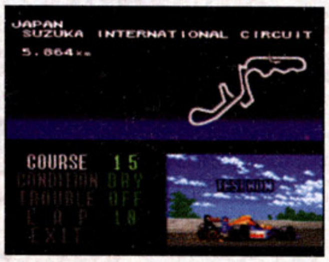
F-1 Pole Position (SNES)

Customize your car for each track, and you'll master UBI Soft's fine Formula One racing game.

ITALY
AUTODOROMO NAZIONALE DI MONZA
5.800km

COACH'S TIP: Use a lower Wing setting on fast tracks, such as Italy's Autodoromo Nazionale di Monza.

COACH'S TIP: A softer Suspension setting makes your car more flexible and better able to take the tight turns of tracks like Circuit de Monaco.



JAPAN
SUZUKA INTERNATIONAL CIRCUIT
5.864km

COURSE 15
CONDITION DRY
TROUBLE OFF
LAP 18
EXIT

COACH'S TIP: Choose a low Steering setting for a track with many straightaways (like Mexico's Autodromo Hermano Rodriguez), and a high setting for tracks with many curves (like Japan's Suzuka International Circuit). The higher the setting, the faster you'll take the turns.

Here are recommended settings.
For fast tracks: Steering 2, Tires B/C, Gears 5-7, Brakes 2, Wing 5-7.
For tight tracks: Steering 1-2, Tires C/D, Gears 4-6, Brakes 2, Wing 6.

FIFA International Soccer (Genesis)

Get your kicks with this hot game from EA Sports.

COACH'S TIP: On corner kicks, use the Aftertouch feature to curve the ball to your midfielder at the top of the box. If it's timed right, he'll blast a one-timer that's virtually unstoppable.

Greatest Heavyweights (Genesis)

Rock 'em and sock 'em with Sega's awesome boxing game.

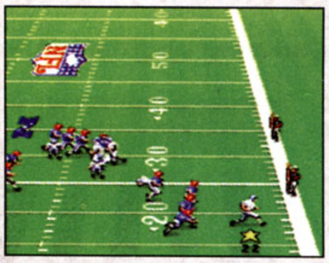
LARRY HOLMES
JOE FRAZIER
TIME
ROUND
ENERGY
ENERGY

COACH'S TIP: According to the game's designer, the best strategy for any fighter is to hit your opponent's head and then immediately hit his body. This high-low pattern will almost always give you the upper hand.

Madden NFL '94 (SNES and Genesis)

Get big yardage with these tips from the designers at EA Sports.

COACH'S TIP: Set two offensive audibles – flipped Deep Outs (Run & Shoot), and Weak Flood (Far). At the line, use your man-in-motion to see if the defense is in Man or Zone coverage. If they're in Man, audible to flipped Deep Outs and burn them down the sideline. If they're going Zone, audible to Weak Flood and pass to one of your backs coming out of the backfield.



COACH'S TIP: Sweep right for easy yardage, and if that side is covered, immediately run in the other direction. The defense will be moving away from you.

64 EXPLODING BITS OF RAW POWER.
16.7 MILLION BRAIN BURNING COLORS.
AND 3-D GRAPHICS REAL ENOUGH TO MAKE YOU BLOW CHUNKS.
YOU'VE BEEN WARNED.

THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

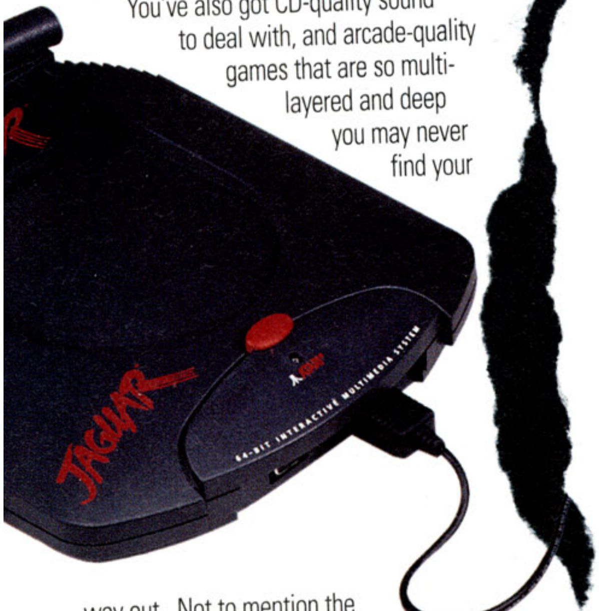
Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

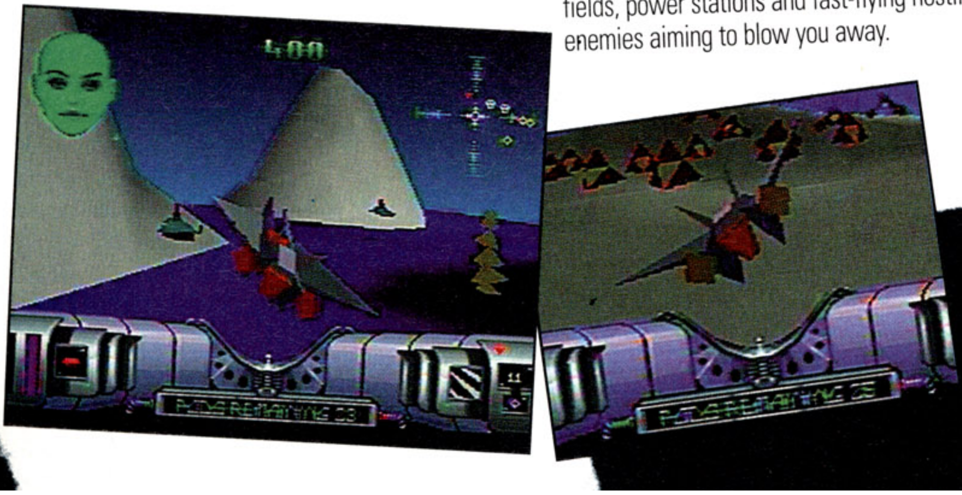
Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.



Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
– Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

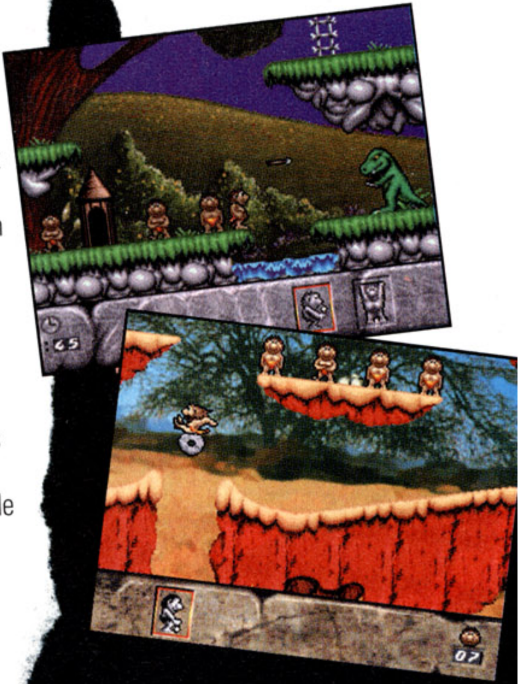
FIRE GOOD. LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR™ 64-BIT.

THE MOST POWERFUL HOME VIDEO GAME SYSTEM EVER INVENTED.

"Perfect"
–*Electronic Gaming Monthly*

MILITANT ALIENS.

You can't live with 'em. You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

RAIDEN
15290

THE NAME IS McFUR. TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.

JAGUAR™

6 4 - B I T GET BIT.

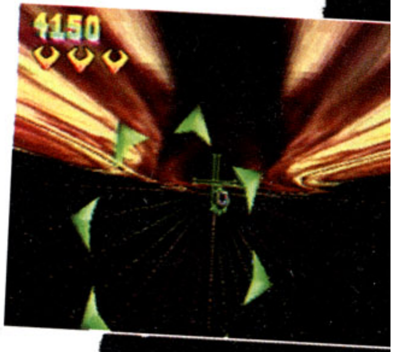
INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

"CES Game of the Show"
–Electronic Games

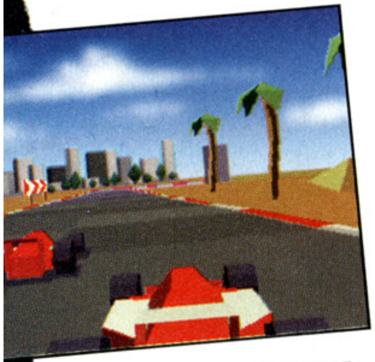
TEMPEST 2000™

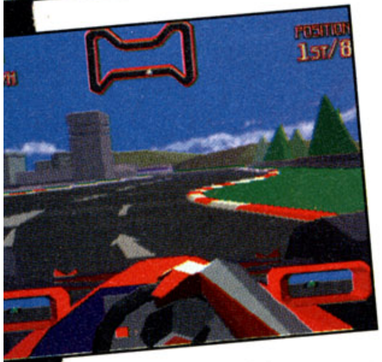
Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



CHECKERED FLAG II™

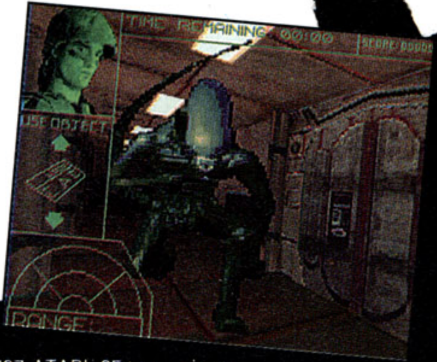
Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.





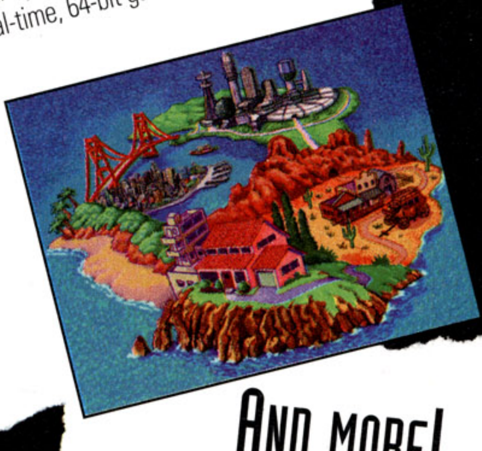
ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien; the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute.
If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required. USA only.

ATARI®
MADE IN THE USA

ATARI and the Atari logo are registered trademarks of Atari Corporation. Jaguar, Club Drive, Cybermorph, Checkered Flag II, Evolution: Dino Dudes, Trevor McFur in the Crescent Galaxy and Tempest 2000 are trademarks of Atari Corporation. All right reserved. Raiden® is licensed to Atari Corporation by Fabtek®, © 1993. Alien and Predator™ & ©Twenthieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

NO MONEY DOWN!

NO RISK

JUST GIVE US A TRY AND WE'LL
GIVE YOU A ***FREE*** ISSUE!

SPECIAL INTRODUCTORY PRICE
ONLY
$18
FOR 12 ISSUES

SEND YOUR ORDER TO:

WORLD WRESTLING FEDERATION MAGAZINE
P.O. BOX 420174
PALM COAST, FL 32142-0174

☒ ***YES!*** **Send me my free issue of the *World Wrestling Federation Magazine.* I understand that I will be billed $18.00 in order to receive my 11 remaining issues, if I decide to continue my subscription.**

H42903

NAME ____________________

ADDRESS ____________________

CITY ____________________

STATE __________ **ZIP** __________

Offer good for one-year subscription only. Basic rate is 12 issues/$20, 24 issues/$35. Canadian rates $34.24/12 issues, $63.13/24 issues including GST. Foreign rates $32/12 issues, $59/24 issues. Single copy price $2.95.

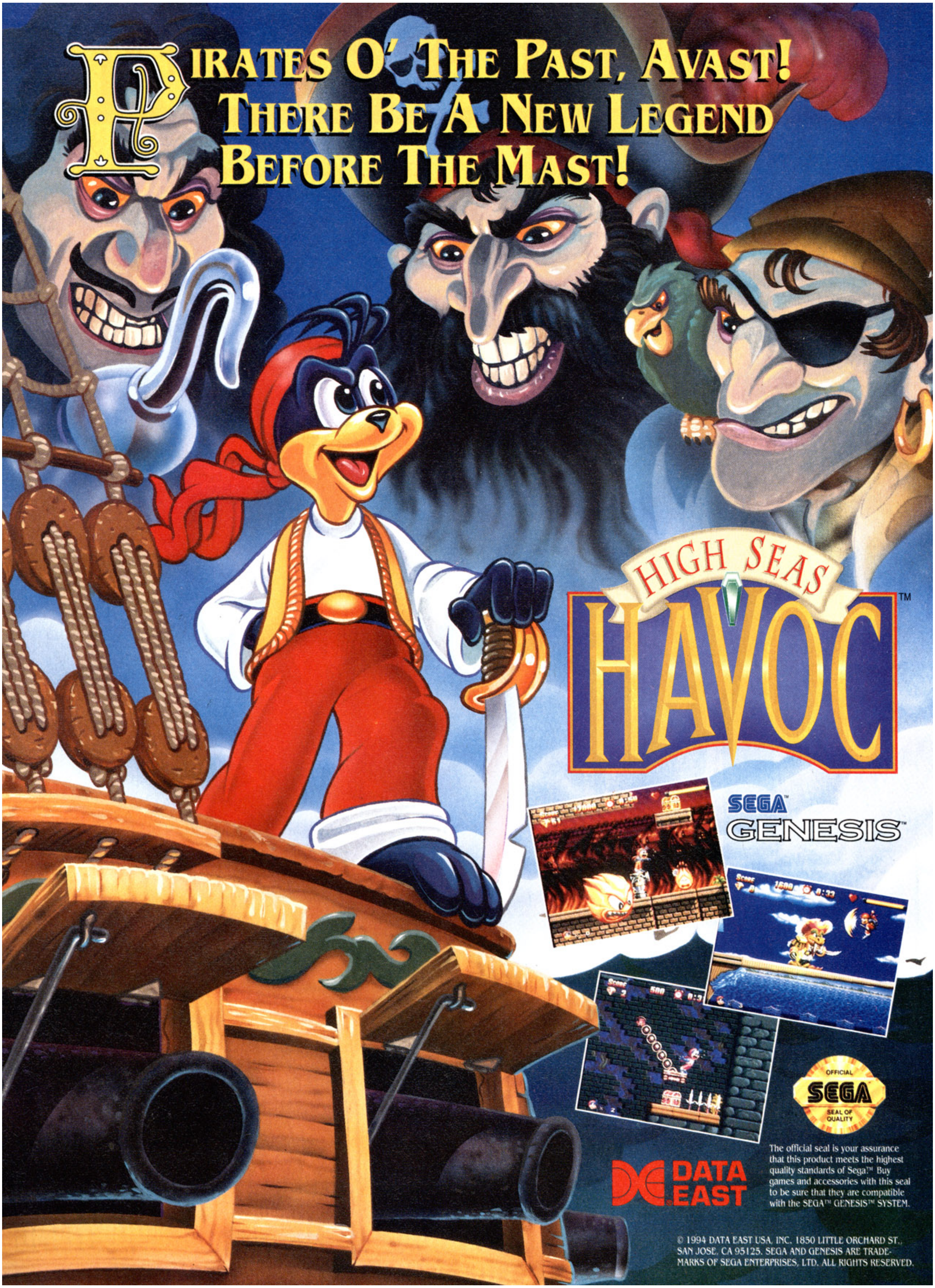
WORLD WRESTLING FEDERATION MAGAZINE

Get one free issue of the *World Wrestling Federation Magazine*. If you like it, you'll pay just $18.00 and receive 11 additional issues (for a total of 12). That's a savings of $17.00.

This magazine contains everything you've wanted to know about the World Wrestling Federation and more.

- **100% FULL COLOR ON EVERY PAGE— NO NEWSPAPER PRINT HERE!**
- **ACCURATE UP-TO-DATE ARTICLES EVERY MONTH**
- **PLUS OUR NEW GAMERS CORNER**

SUBSCRIBE TO THE WORLD WRESTLING FEDERATION MAGAZINE TODAY!


PIRATES O' THE PAST, AVAST!
THERE BE A NEW LEGEND
BEFORE THE MAST!
HIGH SEAS
HAVOC
™
SEGA™
GENESIS™
OFFICIAL
SEGA
SEAL OF
QUALITY
DATA
EAST

The official seal is your assurance that this product meets the highest quality standards of Sega!™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

© 1994 DATA EAST USA, INC. 1850 LITTLE ORCHARD ST., SAN JOSE, CA 95125. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · Mar '94

Young Merlin

By Lawrence of Arcadia

Virgin enters the realm of the fantasy kingdom with a simple and entertaining graphic adventure. Similar to King's Quest for the PC and NES, Young Merlin takes you on a magical, whimsical ride that proves to be more funny than it is challenging.

Merlin, She Wrote

The lands of West Wood and Pinedale are being overrun by servants of the Shadow King. The Shadow King has ordered his henchmen, the Meanies, to go out into the land and destroy anything of beauty. Everything goes his way until young Merlin shows up and uncovers the shadowy plot of the Shadow King. With help from the Lady of the Lake, Merlin is determined to put a stop to the dark deity once and for all.

Although you start the game with nothing, you collect various magic-inducing items, some of which have a purpose that is unknown to you at first. You must determine the use of each item and apply it in the appropriate situation. For example, when you get the fishbowl, you'll have to wait to discover its use. You also get various weapons, such as the Shooting Star, the Lightning Wand, and the Snowflake, to name a few.

Have Magic, Will Travel

You'll be using every weapon 'cuz the Shadow King will send more henchmen to kill you than a jealous ex-wife. Not only are those Meanies mean, they're also versatile and will turn into evil trees, hedge monsters, and more. You also battle spiders, sharks, dwarves, and a dragon, so keep on your toes.

Not all these enemies, or all the clues, are in the same place. You have to do a lot of walking back and forth between places. What's annoying about this is that every time you find a Gem, you have to walk it back to the waterfall at the beginning of the game to redeem it for an item. What Merlin needs is a magic carpet.

Fortunately, with all this walking, control is not a problem. You just move your character from place to place and pick up (or use) objects. In this linear story, you cannot lose objects, or use them improperly, so it's not possible to lead your character astray.

Merlin Monroe

How does Young Merlin look? It has a very colorful, very animated, and at the same time, very detailed look to it. The backgrounds are lively (the underwater scenes are just swimming with strange creatures), and the characters all have a very humorous, cartoonish look to them.

The music and sound effects in this game belong in a dungeon somewhere. The Meanies make high-pitched squealing noises, and secondary characters, like Casolari, mumble unintelligibly. Real voices would have gone a long way here.

Easy Strider

The game doesn't get any points for being too challenging. Most enemies are easily defeated, and a combination of items will defeat those enemies who linger too long. When you die in the game, you're placed very near the spot where you perished, with all items intact... and there are passwords to make it even easier!

Most of the fun is figuring out which items work in which situations, and unraveling the story line as you find and use each clue. Although most intermediate gamers should breeze through this game, beginning gamers may need a hand.

Merlin Makes His Mark

Young Merlin is a fun and entertaining sidebar to more serious RPGs. If you love fantasy games with dragons, damsels, and danger, but you don't want to worry about hit points or personality alignments, then sit down with Young Merlin and give him a hand in his quest. G

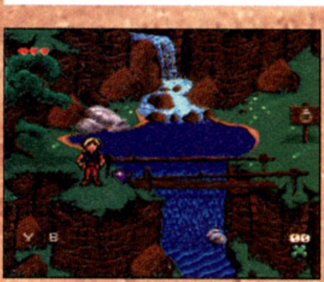
Young Merlin
(By Virgin)

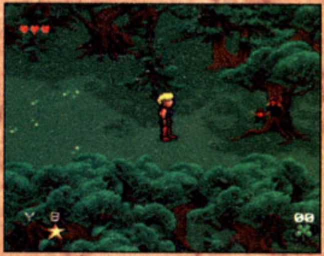
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

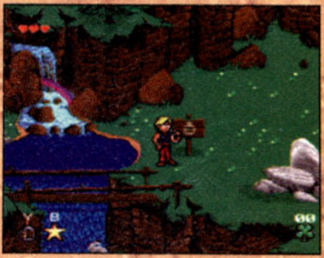
$69.99	1 player
16 megs	4 areas
Available now	Side view
Graphic adventure	Passwords

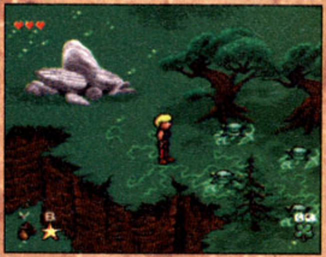
YOUNG
MERLIN
™

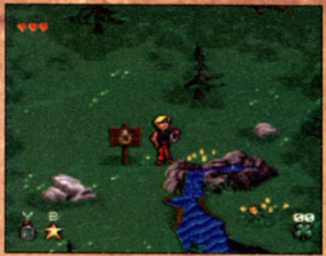
Humble Beginnings

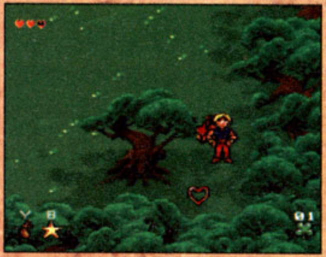

You start off the game lying near a bridge. Toss the Gem near you into the waterfall to get your first weapon, the Shooting Star.

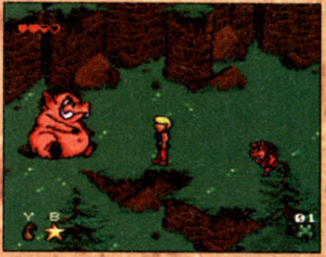

Proceed right until you come to a Meanie Tree. Shoot stars to kill the Tree, then grab the Orange Gem and the Empty Bottle to the right. Go back to the waterfall and toss in the Orange Gem. You'll receive Stun Dust.


Fill up your Empty Bottle from the waterfall. The water will replenish some of your Hearts.

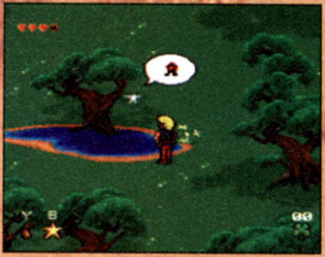

Use the Stun Dust on the carnivorous Snarl Shoots, then proceed right.


Drink your water and fill up your Bottle at this stream. This water has greater restorative power than the waterfall. Pick the flower in the lower right corner. You need it later.

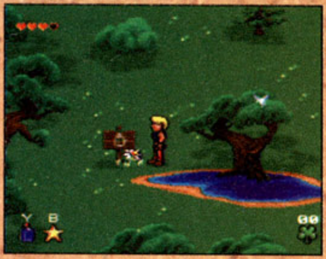

Keep the Shooting Star in one hand and the Stun Dust in the other, and travel due south from the stream. You'll come across this Heart container. Grab it and go left.

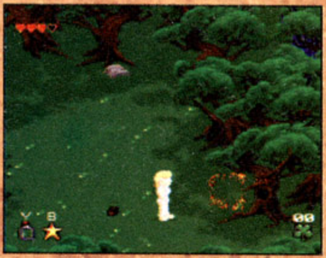

Get ready to battle Thunder Pig, one of the Shadow King's hench-things. Use the Stun Dust and the Shooting Star.

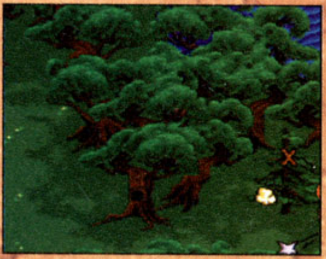
Into the Fray

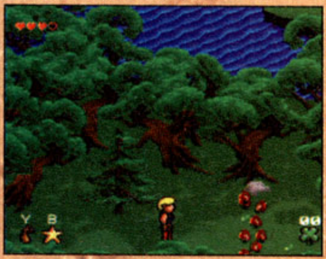

Travel a bit farther to the southwest and you'll cross a log bridge. To the left of the bridge is a small pond. The Fairy will fill you in on the rest of the story here.

Stay tuned for future tips to help Merlin against other creatures like the Shroom Goons, Spyder, the Stone Knight, and Trolls!

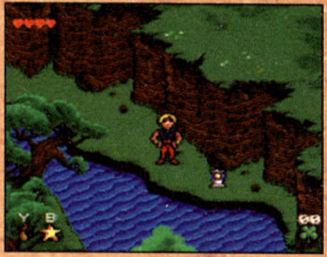

Pick the flower just under the sign. You need it later. Fill your Bottle from the pond and travel southeast.

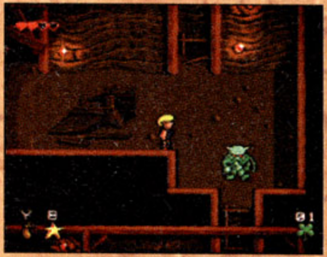

When You come to another Meanie Tree, drink the Fairy Water (it makes you temporarily invincible) and battle the tree with the Shooting Star.

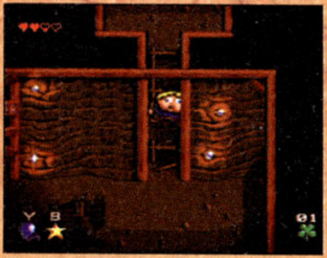

Grab the Gem that's left behind and proceed right. You'll get into a tussle with some Meanies. Keep going right.


You need something different against these Meanies. Take the Gem back to the waterfall and redeem it for a balloon. What for? We'll see.

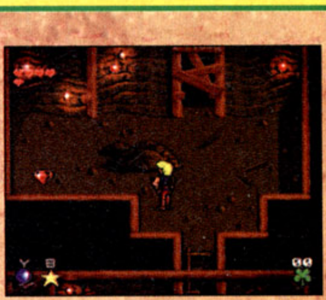
Yo
Str

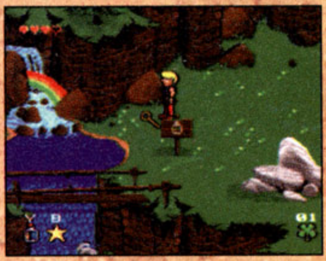

Go back to the log bridge, but head south just before you cross it. You'll find a Lantern. Now go south until you see a bridge. Cross the bridge and go into the Mine.

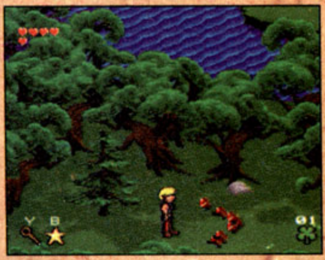

In the Mine, freeze the Dark Dwarves, then nail 'em with stars. Keep going north.


Use the Balloon to float up the broken ladders.

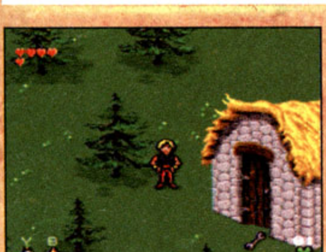
ung Merlin ategy Guide

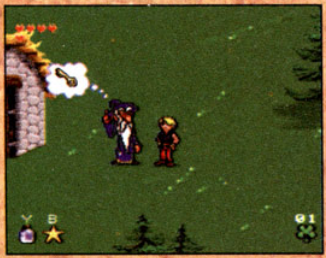

If you continue north, you come across another Gem. Take it back to the waterfall and toss it in.

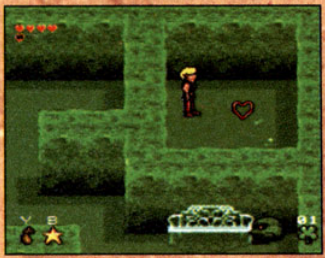

The Gem turns into the Bubble Wand. The Bubble Wand sends Meanies floating away.

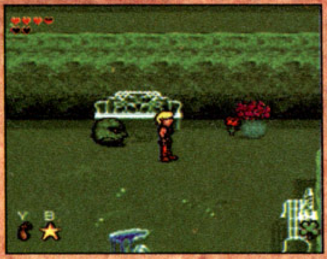

Go back to the trapped Fairy and use the Bubble Wand on the Meanies guarding it. Return the Fairy to the pond, and in reward the Fairy will open the road to Pinedale. Go east to Pinedale.

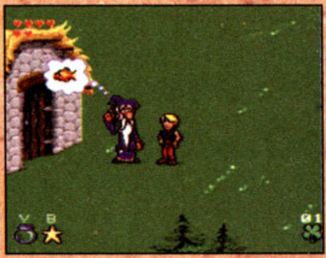
Mine All Mine

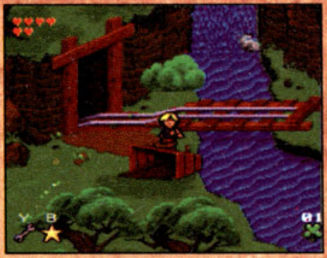

East of the Pinedale Forest is a small cottage, home to Melody and her over-protective father, Sterm. On the doorstep is a wrench. Take it.

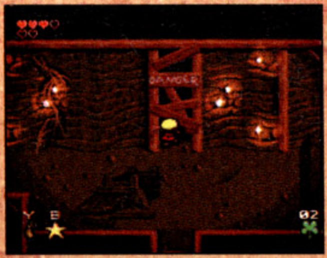

Travel farther east and cross the bridge. Go north and you'll find the house of Casolari, the bumbling magician. He's looking for his key. Go north into the hedge maze and look for his key.

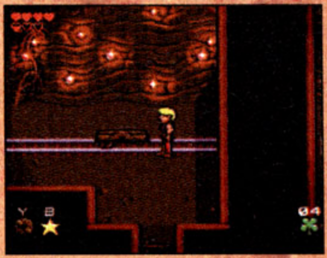

You can walk through some of the hedges in the maze. This Heart is in the upper right corner of the maze.

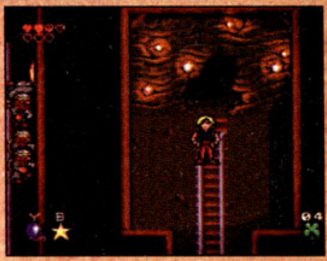

In the center of the maze is a large fountain. Drink from it and grab the flower just above it near the bench.

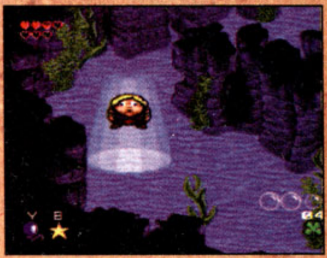

Go back and give Casolari the key, and he'll reward you with a…fishbowl? He wants you to find his pet herring. Go back to the Mine.


Just outside the Mine, use the wrench to take the wheel off the abandoned cart. Take the wheel with you into the Mine.

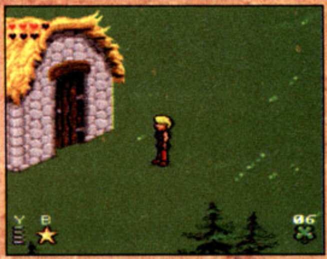

Crawling into boarded-up entrances will warp you to different parts of the Mine. Do this to survey the Mine.

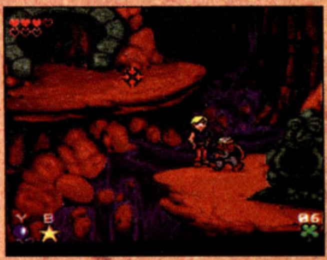

Search the Mine carefully, and eventually make your way to the northwest corner, where you'll find this old Mining Cart. Put the wheel on the Cart and weave your way to…


…the southeast corner. Crash your Cart into the wall to make an opening.


Walk through the opening into the water. Make your way to the northwest corner and use the Balloon to float into this opening. Grab the Blue Gem and head back to the waterfall.

The Blue Gem gets you a Water Helmet. The helmet gives you twice the air power you'd normally have. Search the southwest corner of the underwater caverns for Casolari's herring. When you find it, go back to Casolari's house.


Casolari gives you a Spring. Use the Spring in the area where you found the Blue Gem.


Knock off the Dark Dwarf and jump across the chasm to enter the Cave of Riddles.

PROREVIEW

Game Boy

Kirby's Pinb

By Lawrence of Arcadia

Just in time to rejuvenate the shrinking Game Boy cart list, Kirby's Pinball Land goes back to an old game theme. Just how good is this game? Good enough to please both Game Boy owners and pinball wizards.

Kickin' with Kirby

Three Pinball Lands have been invaded by King Dedede, and it's up to Kirby to rout the evil King and his minions from the land. Each pinball board represents a captured land, and at the top of each board you face off with one of the King's Henchmen (or rather, hench-things): Wispy Woods, a maleficent maple tree; Kracko, a boisterous thundercloud; or the Poppy Brothers, two bomb-happy brothers who want to put Kirby out of commission.

Kirby needs help against these foes, and he gets it from Chilly, Nimbus, Cloudy, and Big Boo. No, they're not a jazz band, they're various Kirby-esque helpers who rebound balls, take you into Warp Zones, and help you get to the bosses.

And the action doesn't stop; each board has Bonus Games and boss levels. You could play this game all the way through and never see the same enemy twice! The Bonus Games take place on soccer fields and cloud conveyor belts, and there's even an Arkanoid-type block-busting game!

Fast and Fat

The graphics in Kirby's Pinball Land are smooth and well-defined. The ball (which is Kirby) moves so fast that you've got to struggle to keep up with it visually. Every detail stands out – you can clearly see the cringing faces on your enemies.

The music is a treat as well, with different music for each stage. There's even accompanying music for the bosses. You can hear every bell, whistle, whoop, and clank, so it's just like a real machine!

No Pinball Pushover

Kirby won't let your thumbs rest, either. The game requires patience, dexterity, and very fast reflexes. Just like with a real pinball machine, sometimes you just have to watch the ball slide away.

Occasionally, though, some rejected balls shoot back into the playing field. Add to this a unique Save feature that saves your game exactly where you left off (it even remembers the ball's position), and you've got an unusual and very playable pinball cart. Don't let the cute graphics and young-ish theme deter you. Kirby's Pinball Land is just as much fun – and as challenging – as any of the top Game Boy titles. G

Game Boy Game ProFile

Kirby's Pinball Land

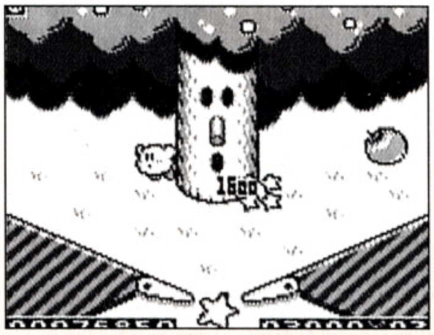
(By Nintendo)

What's pudgy, white, and inhales but never swallows? Well...er...it's Kirby, of course. He's back and in action in a very cool pinball adventure that's gonna put the TILT on you!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	INT. Intermediate

$29.95	1 player
2 megs	3 boards
Available now	Overhead view
Pinball	Battery back-up

The Boss: Wispy Woods

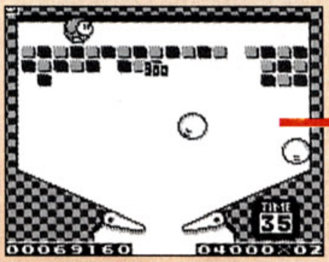


PROTIP: To knock off Wispy Woods, aim for his wooden snout, but be careful of his apple attack which will immobilize one of the flippers.

A ***Lighting up the letters for WARPSTAR will send you back to the board selection screen. You may want to avoid this if you've been on one board for a long time.***

B ***Get three Warp Stars in the slot machine, and you zoom to the Bonus Stage!***

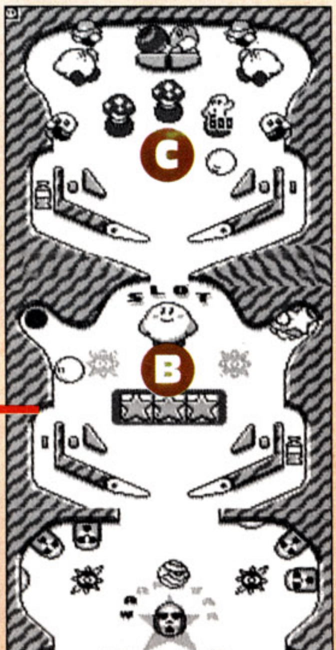
Bonus Game



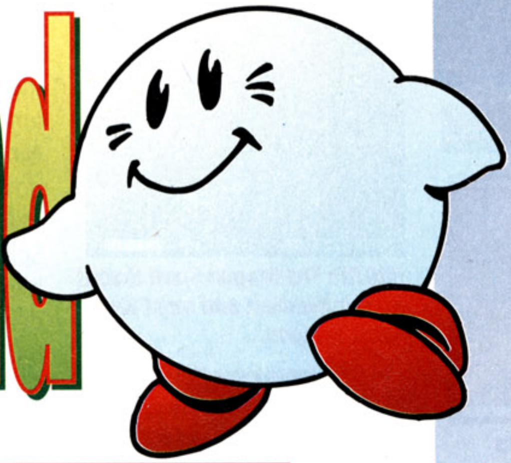
Block attack!

C ***To get to the boss in the Wispy Woods Land, just knock off the three mushrooms above the flippers. This will put a Warp Star in the top of the screen. Reach the Warp Star and you'll be whisked away to the boss, Wispy Woods.***

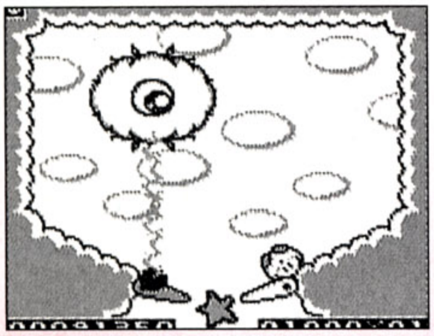
The Wispy Woods



ll Land

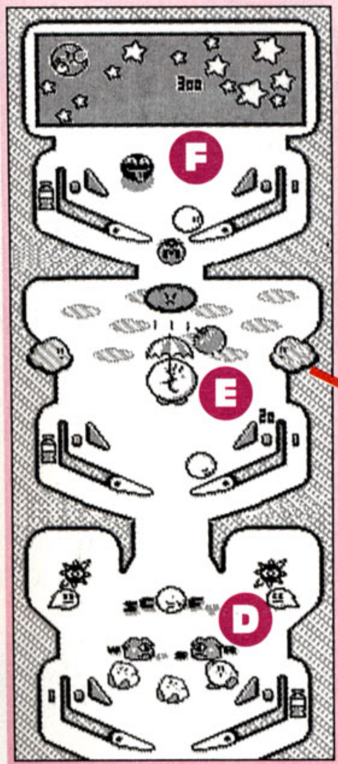


The Boss: Kracko



PROTIP: Kracko will spin and weave through the top part of the stage. Be sure to hit him before he starts spinning. Beware of the thunderbolts he throws at the flippers. If you see one flipper being hit, continually move the other flipper so you don't lose the ball.

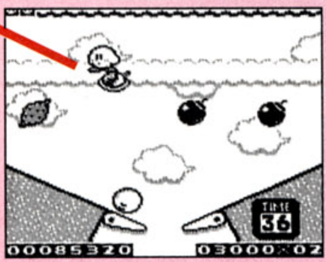
Kracko Land



D Knocking all the letters in SCARFY makes a triumvirate of Scarfys that will push Kirby onto the middle board if he hits the top Scarfy.

E Stay on top in this stage and continually hit Nimbus, the moving cloud at the top. When it rains on the big Kirby, get on top of his umbrella and you'll jettison to the top stage.

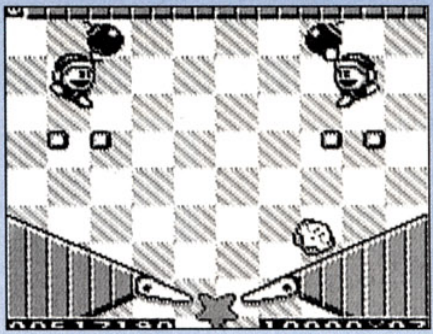
Bonus Game



The Cloud Conveyor!

F To get to Kracko, you must hit the sun three times, then the moon three times. A Warp Star will appear, which you must hit.

The Boss: The Poppy Brothers

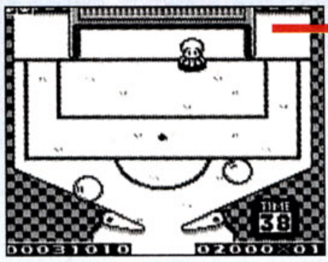


PROTIP: To knock off the Poppy Brothers, just bounce up and try to stay on top of the blocks as you knock into them. If you see a bomb headed toward your flipper, try using the other flipper as the springboard for the ball.

G Light up FROSTY and you'll get some help from him in the middle of the board. He'll catch you and send you up a level if you time it right.

H Knock items from the Kirby on the left and they'll appear in the middle. Now get them from the middle. Do this when you see a Warp Star and you'll go to...

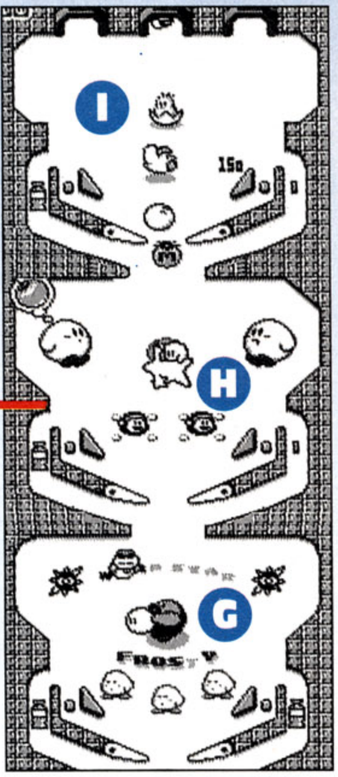
Bonus Game

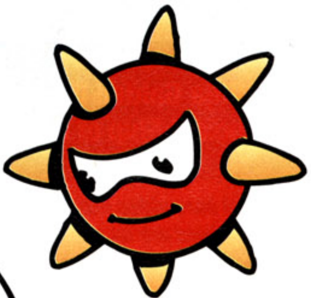


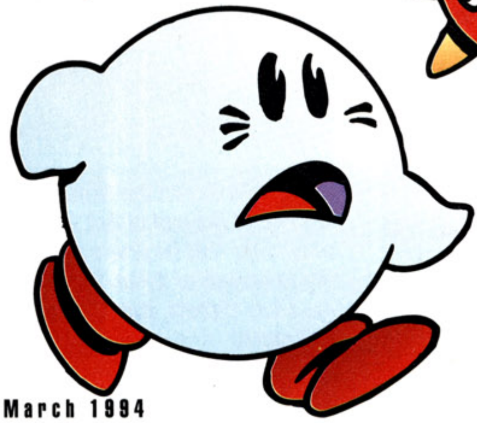
...soccer practice!

I Crack open the three eggs and chicks appear. Make sure to keep the Junior Poppies away from the chicks before they're hatched, or they turn the chicks back into eggs. When you completely hatch the chicks, they go into the wall and pull out different items. Aim for the Warp Star.

The Poppy Brothers







NINJA 外伝 III
GAIDEN

By Bro' Buzz

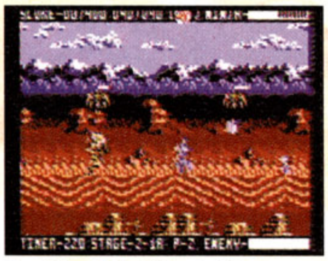
Ninja Gaiden III's a blast from the past in more ways than one. This is a faithful Lynx adaptation of the third adventure in the classic NES ninja series that helped define the term hack-n-slash. Unfortunately, you need ninja vision to see all the power-ups, monsters, and bad guys because of the tiny Lynx display.

ACT 1
NINJA 外伝 III
GAIDEN

A cutting classic!

Unkind Cuts

The Ninja Gaiden tale of revenge transcends time as well as video game systems. An evil being spawned at the dawn of civilization descends on modern mankind to build the Empire of Darkness. Ninja Ryu Hayabusa takes his powerful Dragon Sword to avenge his father's death at the hands of the Empire.

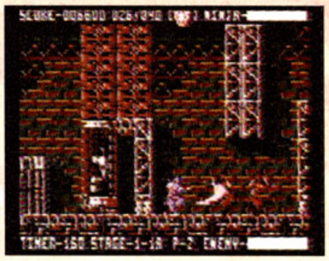


Familiar (but still ugly) faces

A Fighting Tradition

The traditional side-scrolling fighting formula still works here. You charge through four sizzling side-view Acts into a ravenous horde of monsters, robots, and creatures run amuck. Then the demon/robot end-level bosses knock you silly.

The crisp Lynx controls prove that two buttons and a directional pad still produce great game play. Ryu climbs walls, swings hand-over-hand, and pulls a life-saving somersault. Attack moves include sword slashing and Ninja Arts attacks from hanging and climbing positions.



PROTIP: The Dragon Spirit Sword is your handiest and most versatile weapon.

PROTIP: Jump over the Windmill Throwing Star when it makes its return run to you to complete a cool-looking and effective rear attack.

PROTIP: Ninja Scrolls are critical power-ups you shouldn't pass up.

PROTIP: In a pinch you make some regular beasties disappear by just scrolling the screen past them.

PROTIP: In the Desert Act 2 the little 'bots in the sand are deadly. You can only blast them in the air.

In addition to the thumb-blistering swordplay, the fighting strategy involves your ability to choose and use six Ninja Arts, which you chop down as icon orbs. The Windmill Throwing Stars, Dragon Spirit Sword, and the Invincible Fire Wheel are among the deadly weapons that fry the bad guys and make Ninja Gaiden fans nostalgic.

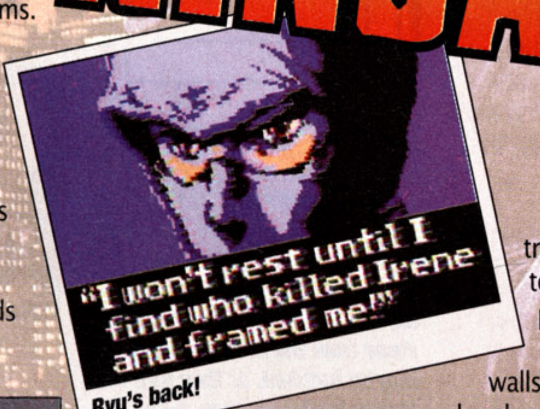
Hard on the Eyes

Gaiden III's ninjitsu loses some of its magic to teeny Lynx graphics. It's nearly impossible to read the Ninja Arts icons, and using the right Art at the right time is the key to fun and strategy in the game. Moreover, enemy firepower can be too small for you to see or avoid. What's worse is that Gaiden students will go nuts when they're unable to see the cool creature sprites.

If you like weird and spacy audio, however, Ninja Gaiden's sounds will grow on you. Even Ryu's repetitive grunts sound clean (and they don't get on your nerves).

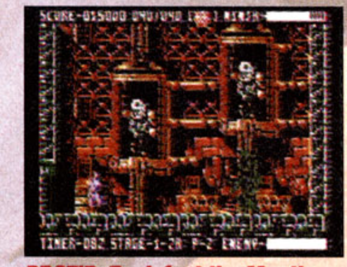
I'll Be Seeing Ryu

If you're an action gamer who doesn't like Ninja Gaiden, you belong in the video game nerdhouse. However, this version adds eyestrain and nerve-twinging challenge to wither the will of all but the most determined Gaiden followers. Oh please, don't let it end here! G

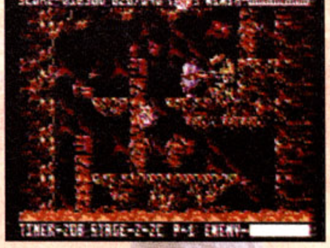


"I won't rest until I find who killed Irene and framed me!"

Ryu's back!



PROTIP: To defeat the Mantiss Warrior at the end of Act 1, remember that he drops rolling fire in groups of three. Hop over the triple threats, then run up and slash!



Don't stop moving upward when you reach the rising lava!

Lynx Game ProFile

Ninja Gaiden III: The Ancient Ship of Doom

(By Atari)

Any hard core video ninja will tell you, there are no small Ninja Gaiden games – only small screens.

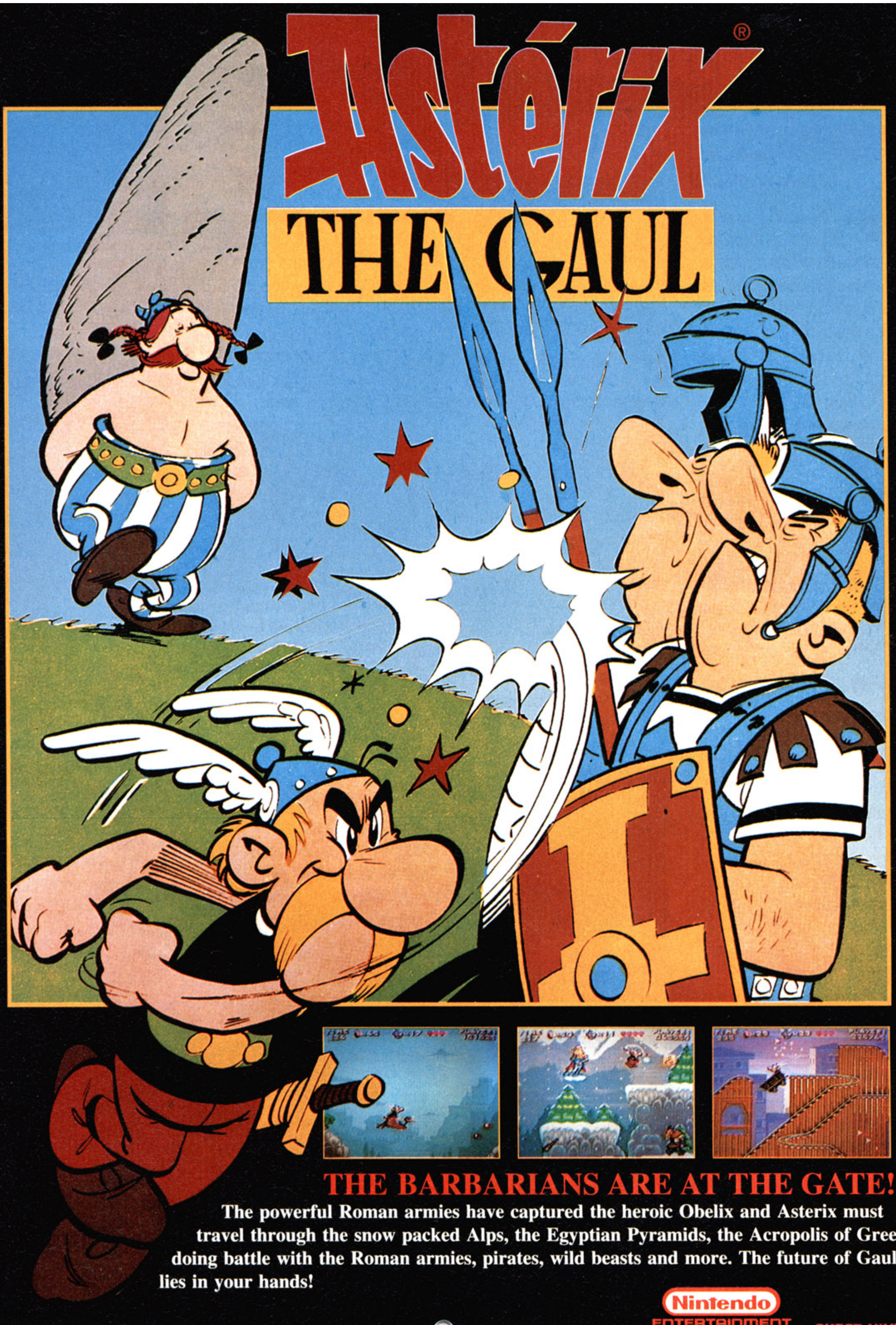
Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	5.0	4.5	INT. Intermediate

$39.95
2 megs
Available now
Action/adventure

1 player
4 acts
Side view
Multi-scrolling

Astérix®

THE GAUL



THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!

Official Nintendo Seal of Quality

LICENSED BY Nintendo®

ELECTRO BRAIN® CORP.

Nintendo® ENTERTAINMENT SYSTEM®

GAME BOY®

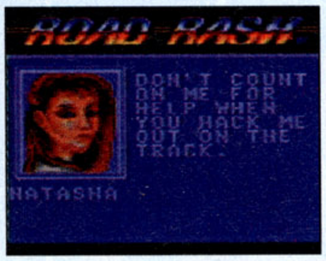
SUPER NINTENDO® ENTERTAINMENT SYSTEM

© 1991 NINTENDO OF AMERICA INC. © 1990 ELECTRO BRAIN CORP. ALL RIGHTS RESERVED.
INFOGRAMES™ ASTERIX® © 1990, 1991 INFOGRAMES. PUBLISHED UNDER LICENSE FROM INFOGRAMES S.A.INFOGRAMES™ AND ASTERIX® ARE TRADEMARKS OF INFOGRAMES S.A. AND ARE USED WITH PERMISSION.
© 1993 LES EDITIONS ALBERT RENE. ALL RIGHTS RESERVED. LICENSED IN CONJUNCTION WITH JPI. NINTENDO®, GAME BOY® AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
ELECTRO BRAIN CORP.® AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN CORP.

ROAD RASH

By Manny LaMancha

EA's Road Rash was popular on the Genesis – so much so that it prompted last year's sequel, Road Rash 2. It's only natural that it would make a run to the portable market, and U.S. Gold's Game Gear version revs up some mini-motorcycling fun!

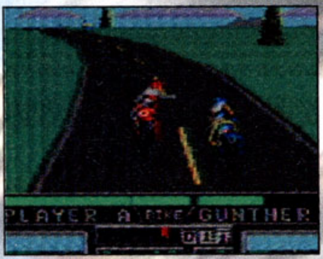


DON'T COUNT ON ME FOR HELP WHEN YOU HACK ME OUT ON THE TRACK.

PROTIP: Natasha and the others will give you pre-race advice. Keep your eyes open for it.

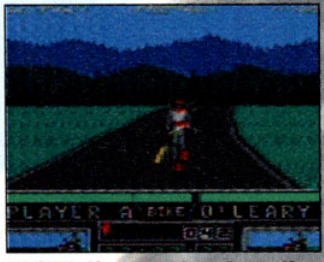
You're Not Pedaling Those Wares

The story begins with some friendly off-track cycling. Okay, so there's nothing friendly about it as racers take their bikes to 150 mph while kicking, punching, and clawing their competition. Winning is simple: Handle your throttle and keep your opponents from throttling you. If you're lucky, you'll clean up with some greenbacks to get yourself a better bike.



PROTIP: Get used to pumping the accelerator while holding down the Punch button – that is, if you want to play the part of the tough biker.

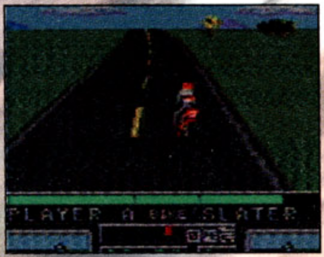
Controlling your bike and your rider's actions is a piece of cake. There's little more to it than keeping your cycle between the lane lines and taking an occasional poke at a nearby racer. Just be sure you don't get taken out yourself on some corner. The action gets more intense – and more difficult to get through in one piece – as you successfully compete from race to race.



PROTIP: If you get knocked off your bike, be sure to move to the side of the road, where it's unlikely another bike will bop you.

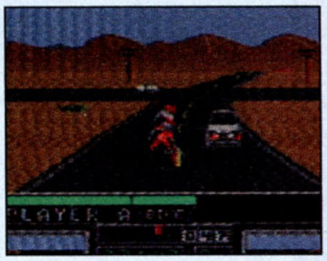
Riding a Vicious Cycle

The graphics are very clean, especially given the size of the screen. The animations of the riders don't need to be too extensive, but they are easy to see on the Game Gear. The landscape graphics move by seamlessly and without a flicker. You'll quickly get caught up in the behind-the-bike perspective, leaning as you swoop through tight turns on the beautiful road.

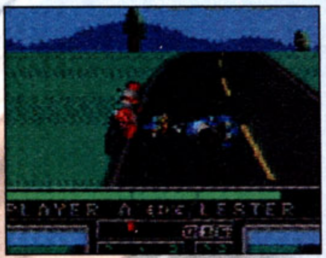


PROTIP: The keys to reaching the highest speed are to stay on the road and to avoid skidding around corners. You can prevent some skids by anticipating tight turns and easing into them.

The audio treatment in Road Rash is equally good, offering ample sound effects and accompanying music. The sounds don't get in the way, but it's still easy to get into the action as the tires chatter and your opponents thump to the pavement as they slide out in the turns.



PROTIP: Obviously, it's most important to stay on your bike. Keep your eyes peeled for obstacles in the road, like cars and animals.



PROTIP: Booting someone off their bike will take them out of your hair, but the timing is key. A few seconds before you're abreast of a racer, hold Up on the control pad, then hit Button 2 a split second before you want to give him some shoe. POW!

Give Me a Brake!

All the elements put together create a wonderful game – and a real task to battle through. It's a lot of fun to work from level to level, to conquer the windy roads and your quality competitors. The challenge is high, so you'll have hours of fun in the Road Rash. G

Game Gear Game ProFile

Road Rash

(By U.S. Gold)

Road Rash for the Game Gear has all the excitement of the Electronic Arts original. It twists open the throttle for highway hijinks on the small screen.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	ADV. Advanced

Price not available
Available March
Motorcycle racing
2 players
5 courses

Behind-the-driver view
Multi-scrolling
Passwords

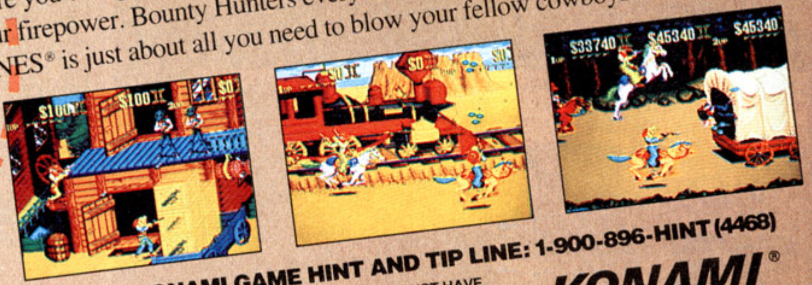
ALL YOU NEED TO BE A ROOTIN' TOOTIN' COWBOY.

KONAMI
SUNSETRIDERS
LICENSED BY
Nintendo
SUNSETRIDERS
Swap lead with the same great game that blew you away in the arcade!
KONAMI
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PORK -N- BEANS
cowboy strength

SUNSETRIDERS
Nintendo
Swap lead with the same great game that blew you away in the arcade!
KONAMI
SUPER NINTENDO
ENTERTAINMENT SYSTEM

All 7 shoot 'em up arcade levels.

Dozens of realistic wild west scenes. Enough train robbers, cattle thieves and stagecoach bandits to fill every jail in Dodge City. Non-stop, guns-a-blazing 2 pardner action. And bonus six shooter stages where you can quicken your draw and double your firepower. Bounty Hunters everywhere agree, Konami's Sunset Riders for Super NES® is just about all you need to blow your fellow cowboys away.


$100
$100
$0
$0
$0
$33740
$45340
$45340

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468)

70¢ PER MINUTE CHARGE. MINORS MUST HAVE
PARENTAL PERMISSION BEFORE CALLING.
TOUCH-TONE PHONE REQUIRED.

KONAMI®

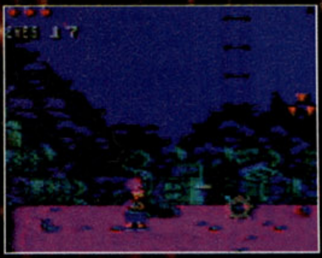
By Manny LaMancha

Bart's comic-book hero, Radioactive Man, is in trouble, so Bart dons his own super-hero duds to save the day. Bartman may be able to save Radioactive Man from a horrible fate, but you may not want to bother sticking around to find out how it ends.

the Simpsons BARTMAN MEETS RADIOACTIVE MAN

Don't Be a Simp, Son!

This basic side-scrolling action game features a typical hop-n-bop design. There's a fair share of blind jumps, and a bunch of Simpsons-esque enemies to keep you on your toes. Bartman Meets Radioactive Man could have been fun, but it's a pain to make progress, get killed and have to return to the start of a level.



PROTIP: Don't waste your shots on just any creature. Be selective in your firing, so you'll have shots when you really need 'em.

Controlling Bart is not easy, and his movement could be crisper. It's hard to make him change directions, and it can be difficult to reach platforms without a running jump.

The Simpsons: Bartman Meets Radioactive Man (By Arena Entertainment)

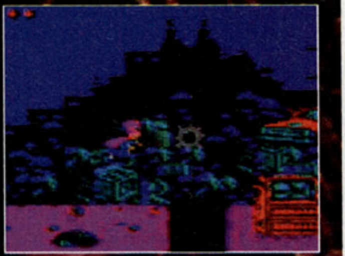
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	4.0	3.0	2.5	Intermediate

$34.99	14 levels
Available February	Side view
Action/adventure	Side-scrolling
1 player	Limited continues

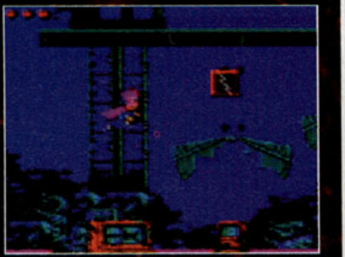
Art for Bart's Sake

The character graphics aren't too bad. However, the screen virtually stutter-stops before some adversaries appear. This unexpected glitch is pretty annoying.

The average background music and sound effects fit the bill just fine, never overshadowing the action.



PROTIP: Plan out your jumps. Scan your surroundings to make sure you're not jumping into limbo and out of a life.



PROTIP: Look overhead for power-ups hidden just out of view.

A Nuclear Family

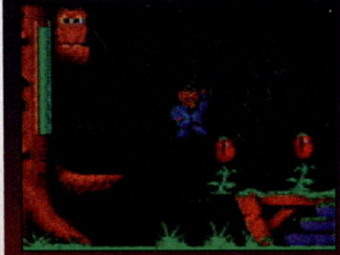
Though it's not a toxic waste of time, Bartman Meets Radioactive Man is an average game with handicaps that affect its playability and your enjoyment. Only you can determine if it's a meltdown or not. **G**

By Lawrence of Arcadia

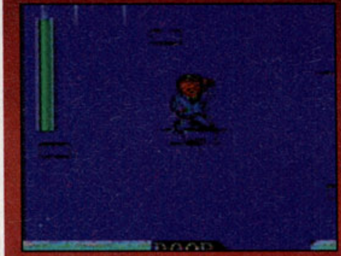
They're spooky, a little kooky, and on the Game Gear, they're boring in this repetitive side-scroller by Flying Edge. The Addams Family should seriously consider some family counseling.

The Family that Plays Together

As in the Genesis version, you guide Gomez through graveyards, haunted mansions, and hidden rooms, solving puzzles and searching for other members of The Family. You clear out enemies by bouncing on their heads. The head-jumping thing may suit Mario just fine, but Gomez seems ill at ease with all that hoppin' and boppin'. You often fall into crevices or onto spikes before you even know what's happening (later you'll be able to enlist Thing as a shield). Enemies run the gamut from A to B, with a lot of skeletons and ghosts.

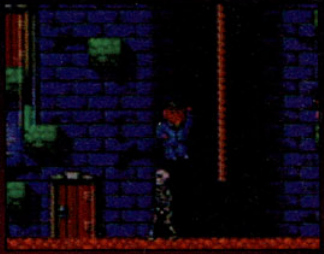


PROTIP: Bounce on the carnivorous plants in the beginning of this level and you'll find some food.



PROTIP: In this icy cavern, get a running start before you leap across the chasm.

The graphics and sound are detailed but repetitive (you can see minor creatures like the carnivorous plants, but the Bone Rooms are all the same). The enemies are one-dimensional and easy to avoid. The music is also very repetitive. The Addams Family theme song will be burned into your brain.



PROTIP: To get into the house, travel to the right of the first level until you can go no further. Then press Button 2, and you'll come to the room with the skeleton. Bounce on his head three times and he coughs up the key.

Addams Family

A Family Matter

The game is long and involved, but if you could channel surf on your Game Gear, you'd probably be watching something else right now.

If you're tired of repetitive side-scrollers with little to offer but a brand name (the Flintstones, Rocky and Bullwinkle), then stay away from this family. But, if you've got time (and brain cells) to kill, you may want to go over to the house and see how the Addamses are doing. **G**

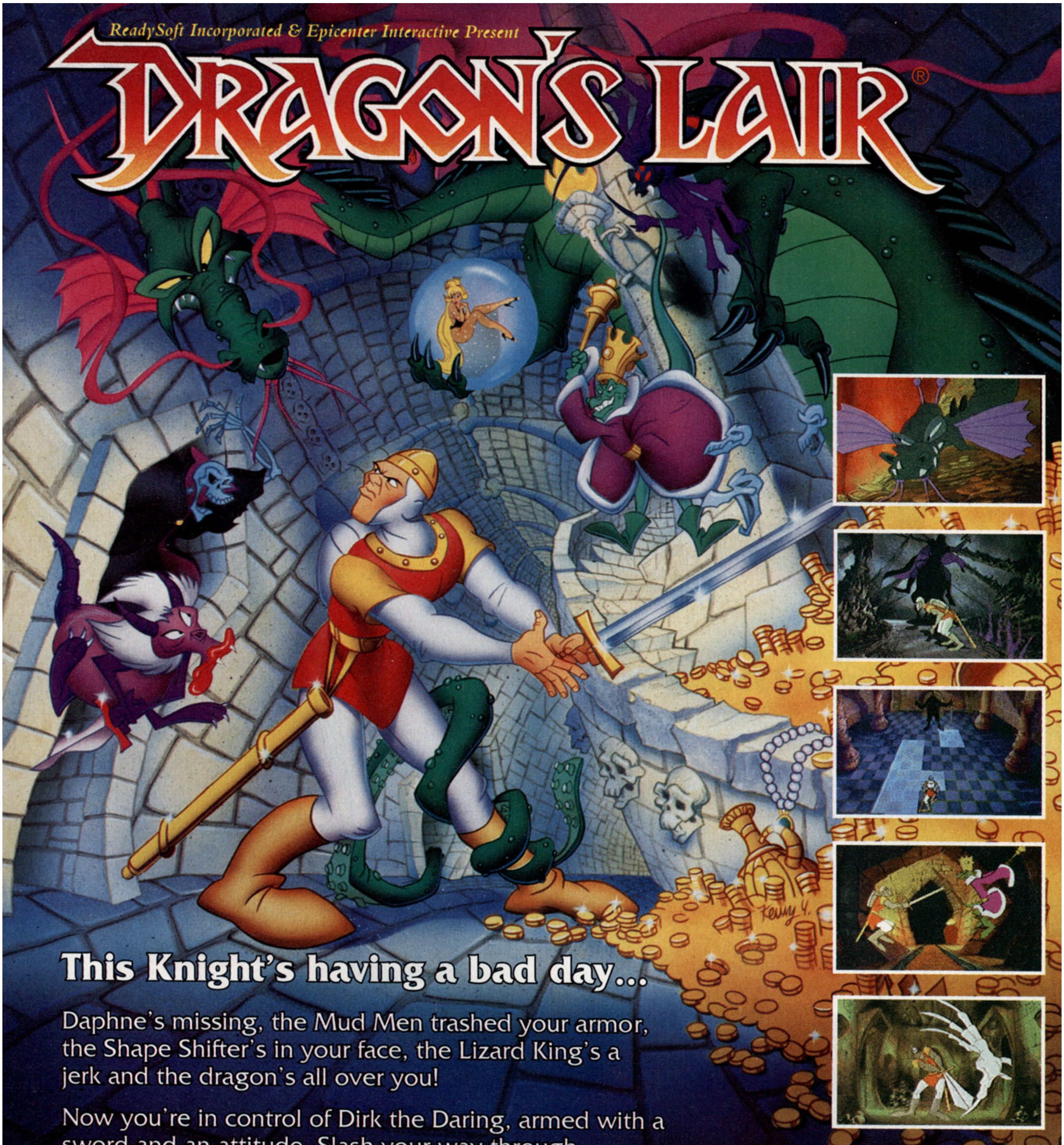
Addams Family (By Flying Edge)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	3.5	3.5	Intermediate

$34.95	1 player
Available now	Side view
Action/adventure	Multi-scrolling

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR®



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

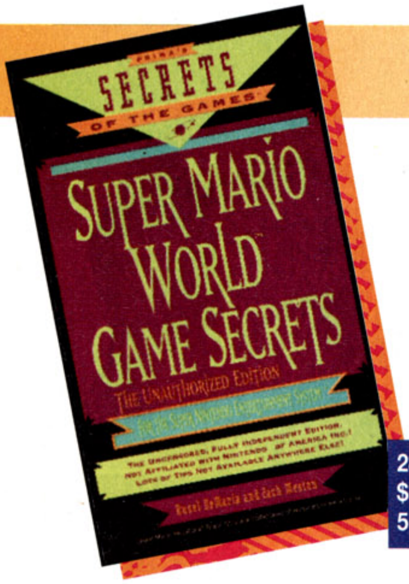
READYSOFT

ReadySoft Incorporated
30 Wertheim Court,Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8867

Licensed by Sega Enterprises Ltd. for play on the Sega CD™ system.
Sega and Sega CD are trademarks of Sega Enterprises Ltd. ALL RIGHTS RESERVED.
"Dragon's Lair" is a registered trademark of Bluth Group, Ltd. —©1993 and is used under exclusive license from Epicenter Interactive, Inc.
Programming ©1993 by ReadySoft Incorporated

GamePro Products

Recommended by the Top Editors at GamePro!



SECRETS OF THE GAMES
SUPER MARIO WORLD GAME SECRETS
THE UNAUTHORIZED EDITION
Rusel DeMaria and Zach Meston

Super Mario World Game Secrets

Rusel DeMaria & Zach Meston

Become the Expert! A complete guide filled with hundreds of secret tips, passwords and strategies to help you beat all your friends at Super Mario for the Super NES! A must have for Super Mario fans!

288 pages
$12.95
5 1/2 X 8 1/2"

Street Fighter II Strategy Guide

Editors of GAMEPRO Magazine

Master the hottest game out there for the Super NES home version and the Champion Edition! Over 160 pages of game-winning shots, killer throws, crushing combos, and awesome attack moves!

The Official
GAMEPRO
Street Fighter II
STRATEGY GUIDE
SNES
Champion Edition

162 pages
$9.95
8 X 10 3/4"

SECRETS OF THE GAMES
SUPER NES GAMES SECRETS
4

Super NES Games Secrets, Volume 4

Rusel DeMaria

The Unauthorized, Uncensored Guide to the Latest and Greatest Games for the Super NES! Beat all your friends at Super Strike Eagle, Super Battletoads, Bubsy, Final Fantasy II, NCAA Basketball! This guide also includes special sections on Street Fighter II and Super Star Wars!

352 pages
$12.95
5 1/2 X 8 1/2"

GAMEPRO PRESENTS
SUPER NES GAMES SECRETS GREATEST TIPS
INCLUDES STREETFIGHTER II!
1,000 Tips, Strategies, Passwords, and Other Secrets For Over 80 Games!
FROM THE EDITORS OF GAMEPRO MAGAZINE

224 pages
$12.95
5 1/2 X 8 1/2"

Super NES Games Secrets Greatest Tips

Editors of GAMEPRO Magazine

The best collection of secrets, strategies and passwords for the hottest games out there! Jammed-packed with hundreds of screen shots to help you master your favorite games for the Super NES. Guaranteed to help you score high and beat all your friends at Bart's Nightmare, Desert Strike, Krusty's Super Funhouse, Teenage Mutant Ninja Turtles IV, Final Fantasy, Mystic Quest, and many more!

Super Empire Strikes Back Official Game Secrets

Rusel DeMaria

The complete guide to LucasArts Entertainment's incredible mega-cart for the Super NES. Draw your Blaster and slash your Light Saber in a hair-raising adventure! This is the **ONLY** strategy guide to Super Empire Strikes Back officially endorsed by LucasArts and is jammed-pack with secrets and strategies. Prepare to defeat the mighty Darth Vader and learn all the secrets of the Force!

SUPER STAR WARS
THE EMPIRE STRIKES BACK
OFFICIAL GAME SECRETS
THE OFFICIAL GUIDE, WITH INSIDE TIPS DIRECT FROM LUCASARTS!

263 pages
$12.95
5 1/2 X 8 1/4"

GAMEPRO PRESENTS
SEGA GENESIS GAMES SECRETS GREATEST TIPS
Over 1,000 Tips, Strategies, Passwords, and Other Secrets for Over 130 Games!
FROM THE EDITORS OF GAMEPRO MAGAZINE

Sega Genesis Games Secrets Greatest Tips, 2nd Edition

Editors of GAMEPRO Magazine

A complete collection of the hottest tips and tactics for your favorite Genesis games! A must have for serious gamers! Thrash your friends at Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback and many more!

224 pages
$12.95
5 1/2 X 8 1/2"

To Order: Turn the page

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

How are my favorite April Fools? I've got a gnawing feeling that you've been waiting for some great new stuff, and I've got it. This April, Innovation's living up to its name with some imaginative controllers, while Tyco enters the video-game peripheral arena with the Power Plug. Read on, Rats!

Action Accessories

Tyco Toys, known for its line of action figures, electric racing sets, and radio-controlled vehicles, has its sights set on the video game industry. They've developed the **Power Plug**, a plug-in joystick accessory for 16-bit controllers that allows smoother corner turning (for such games as Super Mario Kart), faster firing (for shooters like Lightening Force), and multiple move sequences.

Tyco may be a little late in the game, however. There are a number of new joysticks that are already either pre-programmed with special moves for different games, or that enable you to program the moves yourself. As for faster firing and smoother cornering, Turbo and Auto Fire switches can do that.

The Power Plug may give some new life to your tired old joypads, but at $40 a pop, you just may want to let the old joysticks die and spend your hard-earned cash on new ones.

The Power Plug

Type: Accessory

System: Genesis, NES, and Super NES

Features: Smoother cornering, faster firing, and pre-programmed game play may have been hot when joysticks didn't do this kind of stuff, but now they do. For $40, you could probably find one that does this and more.

Price: $40.00 (for 16-bit systems)

Available: Now

Contact: Tyco Toys (800) FOR-TYCO

Jammin' Joysticks

Innovation is back in the video-game saddle with a great new joystick that covers just about all your gaming needs. The **Ultra Stick**, a new universal six-button joystick, has a Street Fighter layout (a joystick on the left, and on the right, three buttons above, three below), a sturdy design, and oh, before I forget, it can be used on *six* different systems!

The Ultra Stick is good for the SNES, the Genesis, the Turbo Duo, the Neo•Geo, the Super Famicom, the Mega Drive, and the PC Engine. It also comes with Turbo buttons, Slow Motion, and an Auto Detect feature (it allows the 'stick to determine which system you're on). You'll never want for joysticks again, and Mom won't have to decide which 'stick goes in the closet with which unused system!

The Ultra Stick

Type: Joystick

System: Genesis, SNES, Duo, Neo•Geo, Super Famicom, Mega Drive, and PC Engine.

Features: Six-button layout similar to Street Fighter in the arcades. The money you save on joysticks this year can go toward more fighting carts!

Price: $59.99

Available: Now

Contact: Innovation (800) INN-OVAT

Power Peripherals

Innovation's really doin' the multi-system thing. They've also got a new universal power supply called the **Super Charger**. The Super Charger is a Ni-CAD rechargeable battery pack that works for the Game Boy, Game Gear, Lynx, and Turbo Express. This is truly a first for rechargeables, and for owners of multiple handheld systems, it's a must.

The sturdy clip-on unit takes six hours to charge, and once charged, it's good for 30 hours on the Game Boy, and three to four hours on the Game Gear, Lynx, or Turbo Express. A sliding door reveals three separate input jacks (one for the Game Boy, one for the Game Gear, and one for both the Turbo Express and Lynx), and two lights that tell you when the unit is charging and when the charge is full.

The Super Charger

Type: Rechargeable battery pack

System: Game Boy, Game Gear, Lynx, and Turbo Express

Features: Multi-system maniacs can now go portable with this, the first multiple-system rechargeable battery. If you own two or three of these systems, you should own one of these battery packs.

Price: $49.99

Available: Now

Contact: Innovation (800) INN-OVAT

Additional Books for Your Super NES and Sega Genesis Collections!

Awesome Super Nintendo Secrets 2

Zach Meston & J. Douglas Arnold

This amazing sequel features complete strategies, secret passwords, tips, tricks and maps for over 56 games including StarFox, Super Mario Kart, Fatal Fury, Magical Quest, Batman Returns, Super Star Wars, The Lost Viking, and Equinox!

310 pages
$11.95
8 1/2 X 5 1/2"

Awesome Sega Genesis Secrets 3

J. Douglas Arnold & Zach Meston

Welcome to the "next level" of video gaming! This is the most popular guide for both the Genesis and Sega CD covering all your favorite games including Sonic 2, Flashback, Ecco, Streets of Rage, John Madden Football '93, Road Rash 2, Cool Spot, Tint Toon Adventures, and Sewer Shark CD!

310 pages
$11.95
8 1/2 X 5 1/2"

Awesome Super Nintendo Secrets 3

Zach Meston & J. Douglas Arnold

This is it! A complete guide filled with walk-throughs, secret passwords, tricks and maps of 17 games including Mortal Kombat, Street Fighter II Turbo, Aero, Super Empire Strikes Back, Lufia, Cool Spot, Shadowrun, Super Mario All Stars, Zombies, Battletoads, Alien 3, Super Bomberman, B.O.B., and valuable secrets for 34 more games!

310 pages
$11.95
8 1/2 X 5 1/2"

Awesome Sega Genesis Secrets 4

J. Douglas Arnold & Zach Meston

Become the expert! Your complete guide filled with walkthroughs, secret passwords, strategies, and maps for 22 Genesis and Sega CD games! Out score all your friends at Mortal Kombat, StreetFighter II, Aladdin, Jurassic Park, Shinobi 3, Shining Force, Jungle Strike, Zombies, Aero the Acro-Bat, and John Madden Football '94!

310 pages
$11.95
8 1/2 X 5 1/2"

GAMEPRO Products Order Form

To Order:

Fill out product order form and mail to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

- Complete the Order Form
- Add only $2.95 for shipping and handling ($4.50 to ship to Canada, $7.95 to ship outside U.S.)
- Add sales tax, residence of CA and IL only (CA = 8.25%, IL = 6.25%)

☐ Check/Money Order ☐ VISA ☐ Master Charge (Minimum credit card order $10.00)

Credit card No. ______________________ **Expiration:** ______________

Signature: ____

Name: ____

Address: ____

City: ____________________ **State:** ________ **Zip Code:** __________

Please allow 4-5 weeks for delivery. For questions on your order, please call 415-493-6054

OR Call: 415-330-4PRO

(No video game or subscription information available at this number)

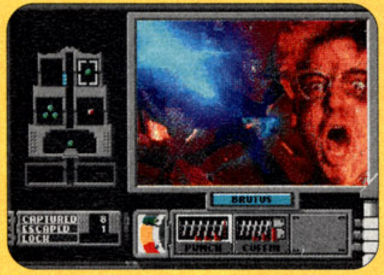
Qty.	Description	Unit Price	Total
	Subtotal		
	Total Price		
	Shipping		
	***Sales Tax* (CA=8.25%, IL=6.25%)**		
	***Grand Total* (U.S. dollars only)**		

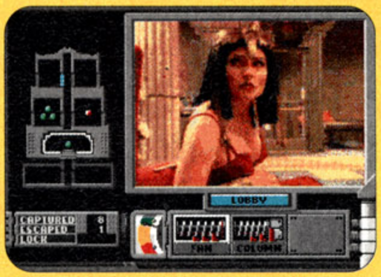
SP3/94

As much excitement as you can get from a wall socket without that funny burning smell.

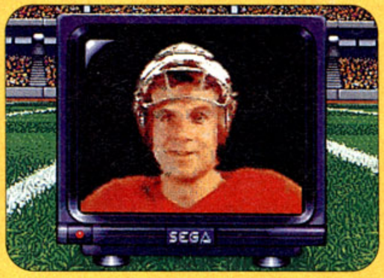
Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

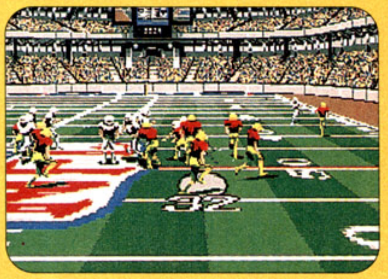
DOUBLE SWITCH™—*You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.*

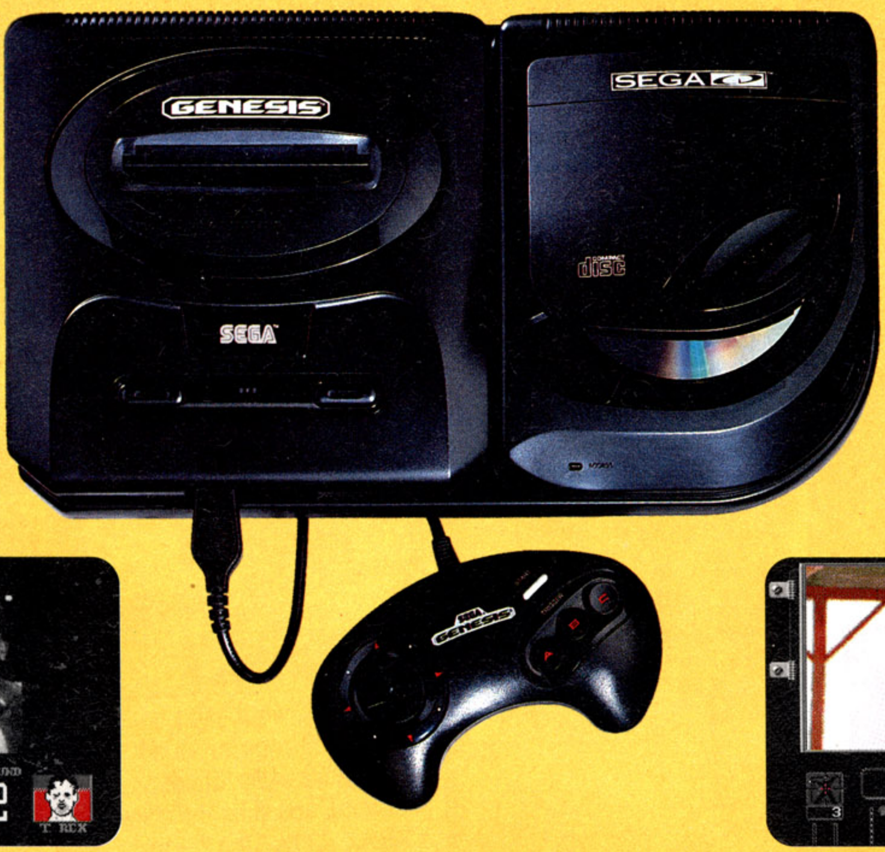


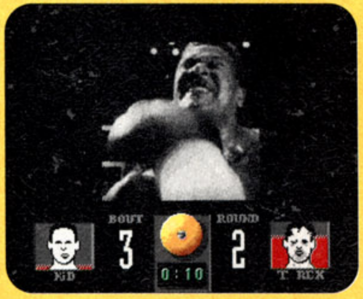


JOE MONTANA NFL FOOTBALL™—*It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.*

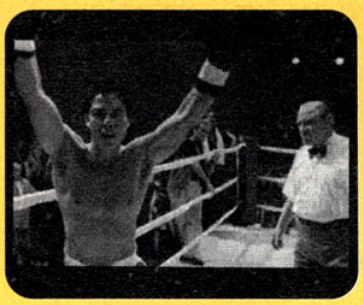


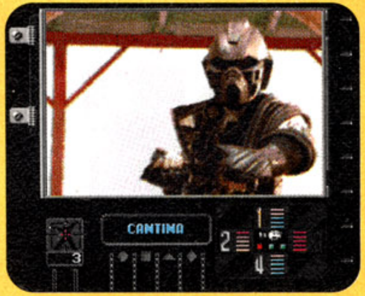


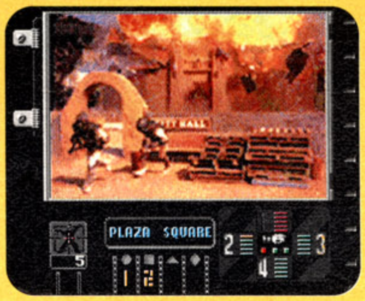




PRIZE FIGHTER™—*This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*







GROUND ZERO, TEXAS™
Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOME TO THE NEXT LEVEL™

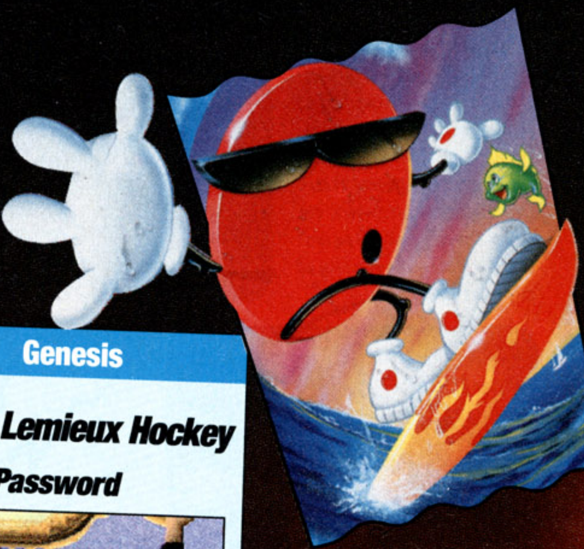
Sega, Sega CD, TruVideo, Welcome To The Next Level and all game titles are trademarks of Sega unless otherwise noted below. Prize Fighter, Ground Zero, Texas and Double Switch are produced by Digital Pictures, Inc. for Sega.

Digital Pictures

©1993 SEGA, 3325 Arden Road, Hayward, CA 94545. All rights reserved. Sega CD unit made in Japan. Software made in the U.S.A.

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics



Genesis

Rocket Knight Adventures

Wanna Be in Pictures?

ROCKET KNIGHT ADVENTURES
START
OPTIONS
©1993 KONAMI ALL RIGHTS RESERVED

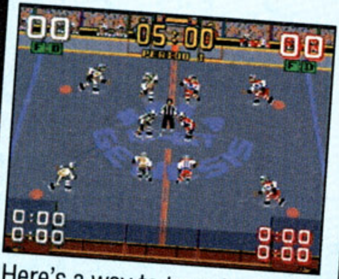
Begin a normal game and play as far as you like. When you're ready for a break, hit Start to pause your game. Then, **press Up seven times, Down once, Left three times, and Right once**. If you've done the trick correctly, the word Pause will move. Now, press Reset. When the game's demo begins, you'll notice that it's your game that's being demoed!

Matt Sarken, Fargo, ND

Genesis

Mario Lemieux Hockey

Black Ice


00
05:00
PERIOD 1
00

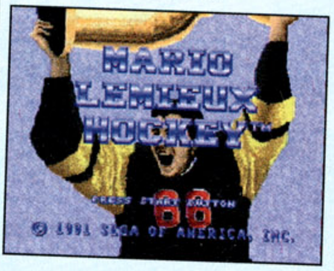
Here's a way to turn the ice black: Enter the password **CEMENTBLADES**. Press Start, and the screen will say "Bad Password." Move the cursor to Cancel, and press Start. Choose Exhibition or Tournament, select your teams, and hit Start to begin your game.

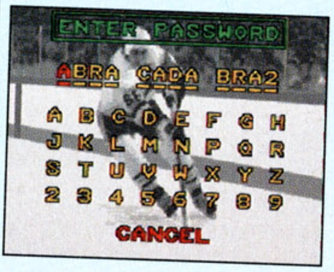
Dustin Howard, Costa Mesa, CA

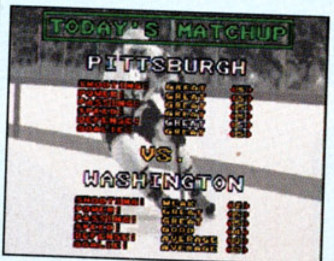
Genesis

Mario Lemieux Hockey

Super Password


MARIO LEMIEUX HOCKEY
PRESS START BUTTON
© 1991 SEGA OF AMERICA, INC.


ENTER PASSWORD
ABRA CADA BRA2
A B C D E F G H
J K L M N P Q R
S T U V W X Y Z
2 3 4 5 6 7 8 9
CANCEL


TODAY'S MATCHUP
PITTSBURGH
VS.
WASHINGTON

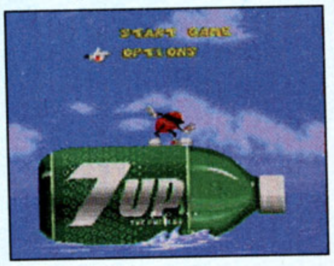
Here's a password that lets the gamer change any or all of his team's skills. Choose Password, and enter the code **ABRACADABRA2**. Press Start, and the words "Bad Password" will appear. Move the cursor to Cancel and press Start. Choose Exhibition or Tournament, and select your teams. At the Today's Match screen, use Up and Down on the directional pad to cycle through the team skills. When you've selected a team skill, press Button A or B to change the Skill. Press Start to begin play.

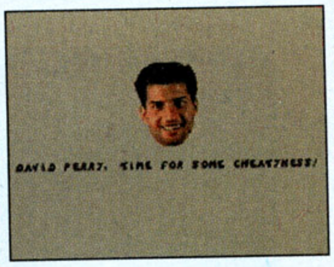
Dustin Howard, Costa Mesa, CA

Genesis

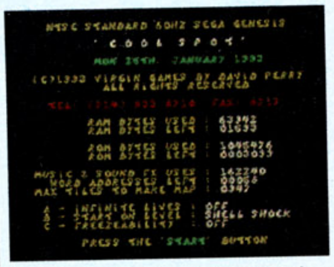
Cool Spot

Debug Mode


START GAME
OPTIONS
7UP



DAVID PERRY, TIME FOR SOME CHEATINESS!



NTSC STANDARD 60HZ SEGA GENESIS

'COOL SPOT'

MON 25TH. JANUARY 1993

(C)1993 VIRGIN GAMES BY DAVID PERRY
ALL RIGHTS RESERVED

PRESS THE 'START' BUTTON

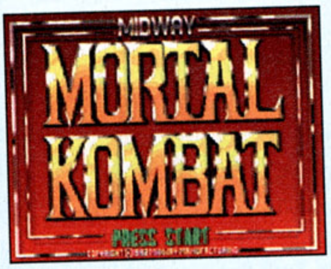
Here's a strange debug mode worth checking out. Go to the Options mode and then **press Button A twice, B twice, C four times, B twice, A four times, B twice, and C twice**. Cool!

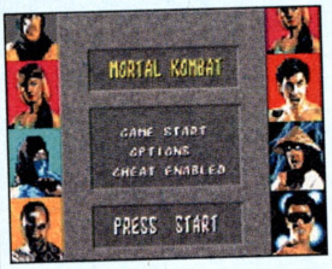
Rick Stanton, Jackson, MS

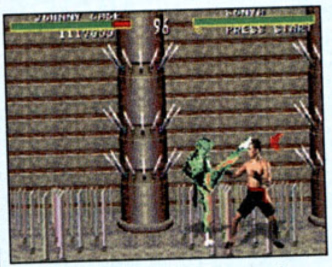
Genesis

Mortal Kombat

Secret Sonya




MORTAL KOMBAT
GAME START
OPTIONS
CHEAT ENABLED
PRESS START



Use the D,U,L,L,A,R,D code **(press Down, Up, Left, Left, Button A, Right, and Down** during the Game Start/Options screen). When the words "Cheat Enabled" appear, choose the Cheat option, and then switch on Flag Two and Flag Three. Set the Plan Base for three and the first map to the Pit. Fight your way to the second endurance match. This should also be fought in the Pit unless you had to continue along the way. If you aren't in the Pit, let the computer opponents kill you and keep continuing until you are in the Pit.

Get a Double Flawless and begin the fight with Reptile. Since this is the endurance round, you'll have to fight two Reptiles. If Sonya is the second person of the second endurance round, then the second Reptile will be the secret Sonya!

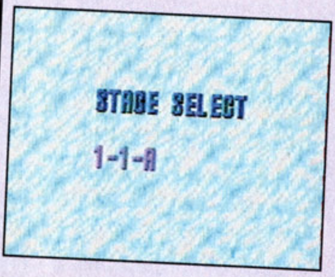
This Sonya is a glowing green color. She's got some awesome moves, including a Shadow punch that changes into a harpoon when it hits and pulls you to her like Scorpion, and a Ring attack that freezes her opponents.

Jason Coggeshall, Anaheim, CA

Sega CD

Sonic CD

Stage Select


STAGE SELECT
1-1-A

SCORE 0
TIME 0'15"38
RINGS 3

To choose any stage in Sonic, wait until the title screen appears and then **press Up, Down, Down, Left, Right, Button B, and Start** on your control pad. You'll hear a bell if the trick worked. You'll be able to choose any stage in the game.

John Slater, San Jose, CA

Sega CD

Sonic CD

Super Secrets

SONIC CD
THE HEDGEHOG
© 1993 SEGA

Beat Sonic in the Attack mode with special times to access secret play modes:

If you beat the game in the Attack Mode with an overall time of under 37:27:57, you'll return to the title screen to discover a new option called D.A. Garden. Choose it and you can play with Sonic's world, scaling and rotating it for fun.

Or, beat the game in the Attack mode with a time under 30:21:05, and then push Left on the control pad. A new menu will appear that enables you to play any special stage you choose.

Finally, beat the game in the Attack mode with a total time under 25:46:12, and you'll discover an option called the Visual mode when you return to the title screen. You can check out the game's real ending, plus a special Drawing mode where you can see animations of Sonic.

Larry Stark, Pittsburgh, PA

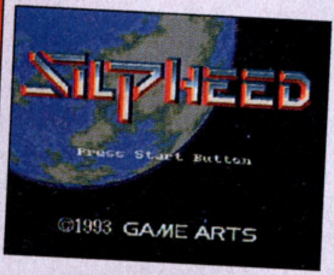
S.W.A.T.PRO

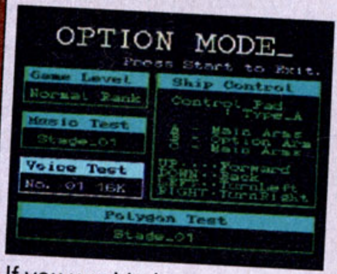
Video Game Strategies, Weapons, and Tactics

Sega CD

Silpheed

Voice Test





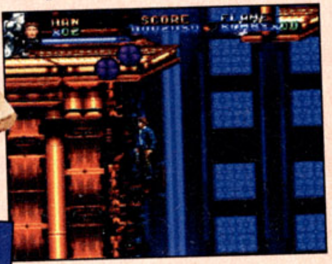
If you want to hear more than just the sounds of this awesome game, here's a trick that'll let you access the voices. Wait until the demo finishes, and press Start when the title screen appears. Select Option, then **simultaneously press and hold Buttons A, B, and C on Controller Two.** Then, press Start on Controller One. A new selection called Voice Test will appear in the Option mode.

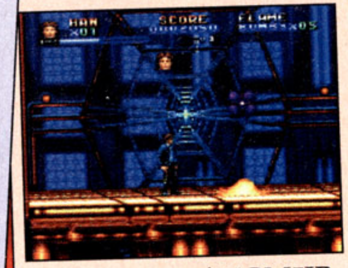
J. Salton, Chicago, IL

Super NES

Super Empire Strikes Back

1-Up Loop





Use the password **NGM5JB** to reach the Carbon Freezing Chamber. Play through this level until you reach a pit. Fall off the ledge into the pit, and jump on one of the Freeze lamps. Descend by jumping from lamp to lamp. When you reach the bottom, head to the right until you discover a secret room (you'll see a spider web-like figure in the background). Shoot all around the mysterious figure to reveal hidden Grenades, 1-ups, a Health Sword, Blaster power-ups, and Hearts. After you've grabbed the goods, jump off the ledge and die. You'll begin again just above the secret room. Repeat until you've maxed out on power-ups.

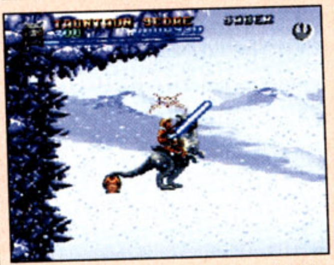
Jake Stewart, Madison, WI

Super NES

Super Empire Strikes Back

Another 1-Up Loop

SUPER STAR WARS
EMPIRE
STRIKES BACK



Here's an easy 1-up loop in the first level of Super Empire that enables you to quickly build up lives. When you reach the first area where Luke rides the Tauntaun, go forward until you reach the breakaway bridge (you'll know it's the right bridge if you see a big Heart under the arch).

In front of you you'll see a deep spiked pit. Step off the ledge and fall into the pit, pushing Left as you fall. You'll land on an invisible platform. Jump straight up until you're sure you're on the top platform. Next, move to the left until you fall, and then push Right as you fall. You'll land on another invisible platform. You'll also reveal and collect an invisible 1-up that was sitting on the platform. Continue to edge left off the platforms (eight in all from the top), pushing Right as you fall each time. You should collect a total of four 1-ups.

After you've collected all four, drop onto the spikes below. You'll die, but you'll be three 1-ups richer. Repeat this trick until you've got all the lives you need.

Virgil Hyde, Tooele, UT

Super NES

Super Empire Strikes Back

Passwords

Here are codes for every stage of Super Empire Strikes Back:

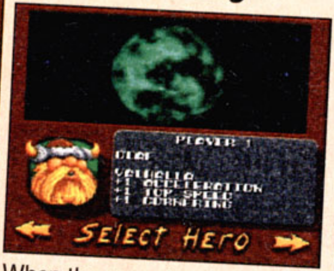
Stage 2	WDWDB
Stage 3	CSPTNP
Stage 4	NSRSCL
Stage 5	WFBJTB
Stage 6	BHRDHL
Stage 7	HMGPWJ
Stage 8	LDGLTJ
Stage 9	LLJFBG
Stage 10	WLJWDN
Stage 11	WBWHRW
Stage 12	NCCGSP
Stage 13	GLTTDJ
Stage 14	GJBHNF
Stage 15	MCDGRJ
Stage 16	PGPNMG
Stage 17	NGMSJB
Stage 18	RLMSWJ
Stage 19	SWPMSS

Richard Wooten, Dayton, TX

Super NES

Rock 'N' Roll Racing

Find a Lost Viking


PLAYER 1
OLAF
VALHALLA
+1 ACCELERATION
+1 TOP SPEED
+1 CORNERING
Select Hero

When the game begins, you can snag one of the Lost Vikings to drive your racer. When picking your driver, **press and hold Buttons L, R, and Select, and then push Right** until a Lost Viking appears on-screen. He's got better stats than the other drivers!

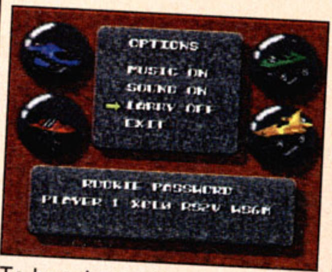
Stew Dehls, Piggott, AK

Super NES

Rock 'N' Roll Racing

Sound Test

Rock-N-Roll Racing
© 1993 Interplay Productions
© 1993 Silicon & Synapse Inc.
Licensed by Nintendo


OPTIONS
MUSIC ON
SOUND ON
LARRY OFF
EXIT
ROOKIE PASSWORD
PLAYER 1

To hear Larry "Supermouth" Huffman sound off, go to the Options screen and turn Larry Off. Then, using either Button A, B, X, or Y, turn him back on and continue to hold the button down. Now, for every time you press Button L, you'll hear one of the different things Larry says.

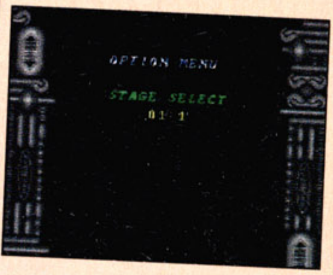
Fred Brumwell, Whitby, Canada

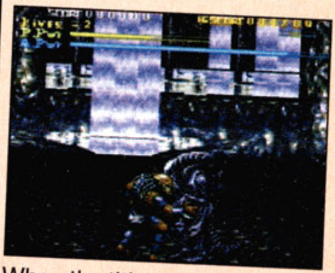
Super NES

Alien vs. Predator

Stage Select

ALIEN VS. PREDATOR
CONFIG MODE


OPTION MENU
STAGE SELECT



When the title screen appears, press Select to reach a configuration mode. Press Start once again and the Option Menu will appear. On Controller Two **simultaneously press and hold Buttons L, R, X, and A**. Press Start on Controller One and the Stage Select will appear.

Chris Smith, W. Hartford, CT

Super NES

Sunset Riders

Extra Continues

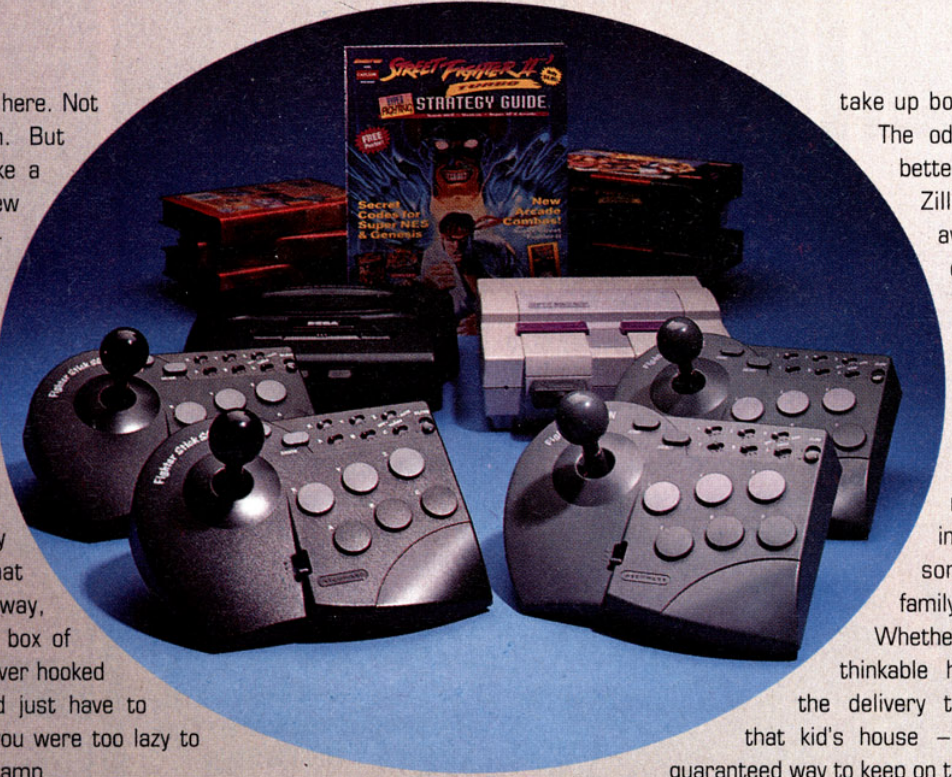
SUNSET RIDERS
© 1993 KONAMI
ALL RIGHTS RESERVED.
LICENSED BY NINTENDO

It's the old two-player trick! To earn an extra set of continues, begin a one-player game. When you run out of continues, but before you lose your last man, press Start on Controller Two. You can continue the game as Player Two with a full set of continues.

Beto Villegas, Chicago, IL

YOU MAY BE A

ASCIIWARE'S™ ULTIMATE FIGHTING SYSTEM GIVEAWAY!



Let's be honest, here. Not everybody can win. But wouldn't you feel like a real loser if you blew off this sweepstakes, and that kid across the street – y'know, the one who's *always* hanging around – scored the *grand prize*?

Just imagine watching the delivery guy, parked in that other kid's driveway, unloading box after box of the greatest stuff ever hooked to a TV. And you'd just have to suck it up, 'cause you were too lazy to search for a 29¢ stamp.

Of course, we'd be calling this the "Pretty Okay Fighting System Giveaway" if it weren't for the controllers – two ASCIIWARE™ Fighter Sticks, the best enhanced joysticks on the market. Auto Turbo, Turbo Fire (on every button), Super Slow Mo–and tough enough to go the distance. If that kid across the street gets his grubby little hands on one – well, you better take up bowling.

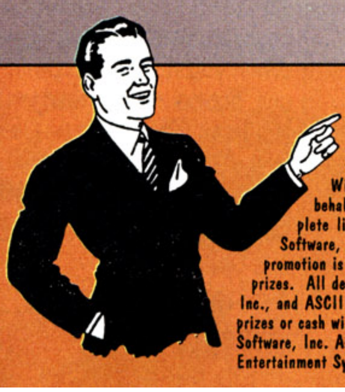
The odds here are way better than any of those Zillion dollar give-aways that they don't let kids enter, and if you *do* win, we promise not to send a fat guy to your house, armed with a microphone, hoping to catch you in some embarrassing family moment.

Whether or not the unthinkable happens – namely, the delivery truck pulls up at that kid's house – there's only one guaranteed way to keep on top of all the games – a subscription to GamePro for less than $20 per year. That's 66% off the newsstand price.

Sure, it's not free, like our giveaway, but who knows? Maybe your parents will be so impressed with your smart $$ decision, they'll buy you an Ultimate Fighting System.

Hey, we all gotta dream.

ASCIIWARE™



The Little Lawyer's Corner!

Contest Regulations - Awarding of Prizes - Winners will be determined on June 15, 1994 in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received. Game titles must be available at time of drawing, and officially licensed for the respective game system. Approximate value of prizes: Grand prize-$450. First Prize-$60. Second Prize-$35. Winners will be notified by phone and or mail. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and or ASCII without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine. **Eligibility** - Employees of Infotainment World, Inc., ASCII Entertainment Software, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. **Liabilities** - This promotion is operated by Infotainment World, Inc., and ASCII Entertainment Software, Inc., which is solely responsible for its conduct, completion and awarding of prizes. All decisions of Infotainment World, Inc., and ASCII Entertainment Software, Inc., on all matters relating to this promotion are final. Infotainment World, Inc., and ASCII Entertainment Software, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. **Prize Restrictions** - Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. **Copyrights** - ©1994 ASCII Entertainment Software, Inc. Asciiware, Fighter Stick SN, Fighter Stick SG-6, asciipad SN, and asciiPad SG-6 are trademarks of Ascii Entertainment Software, Inc. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega and Genesis are registered trademarks of Sega Enterprises, LTD. All rights reserved.

HERE'S YOUR CHANCE TO PROVE US WRONG!

From Giveaway Headquarters at GAMEPRO® PO BOX 278 Foster City, CA 94404

YOU'VE GOT ONE SHOT TO WIN THE ASCIIWARE ULTIMATE FIGHTING SYSTEM GIVEAWAY!

TWO FANTASTIC FIGHTING GRAND PRIZES! YOUR CHOICE, AN ASCIIWARE SEGA OR SNES ULTIMATE FIGHTING SYSTEM!

Complete with two Asciiware 6 Button Fighter Sticks! Sega or SNES core systems! Plus, your choice of the 3 hottest fighting games available! And, the Official GamePro Street Fighter II strategy guide!

TEN FIRST PRIZES!

An Asciiware Fighter Stick for the System of your choice and a Street Fighter II Strategy Guide!

TWENTY-FIVE SECOND PRIZES!

An Asciiware asciiPad for the System of your choice and an official GamePro T-shirt!

BULK RATE
U.S. Postage
PAID
Seta Corporation

Attention Bobby Cooper, **you definitely did not win our $10 Million Grand Prize!**

You didn't even come close! No one has lost this big before!

Bobby Cooper
123 Main Street
Loserville USA 10101

"Tough luck Bobby, $10 MILLION would have bought a lot of video games!"

ASCIIWARE™

IT'S HOW TO WIN!℠

GAMEPRO®

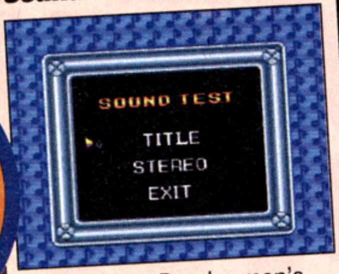
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Super Bomberman

Sound Test



SOUND TEST

TITLE

STEREO

EXIT

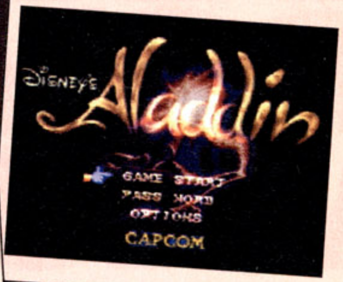
To check out Bomberman's tunes, plug your Multitap into the second port on your SNES, and plug a controller into the fifth port. Wait until the title screen appears, and then **press and hold Button R** on the controller. A Sound Test option will appear.

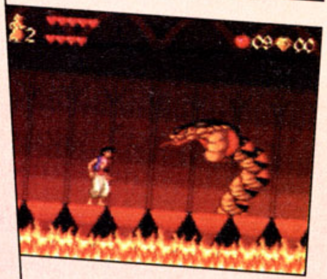
Andy Sentor, Tucson, AZ

Super NES

Disney's Aladdin

Passwords





Climb aboard your magic carpet and ride with these passwords:

Level Two:
Genie/Abu/Aladdin/Sultan
Level Three:
Jafar/Abu/Jasmine/Genie
Level Four:
Genie/Jafar/Aladdin/Abu
Level Five:
Abu/Aladdin/Genie/Jasmine
Bonus Level:
Jasmine/Jafar/Sultan/Jasmine
Level Six:
Jafar/Jasmine/Aladdin/Jafar
Level Seven:
Aladdin/Jasmine/Abu/Sultan

Jeff Chamberlain, Liverpool, NY

Super NES

Super Bomberman

Shrink Code

SUPER BOMBERMAN
NORMAL GAME
BATTLE MODE
PASSWORD
TM & ©1993 HUDSON SOFT
Licensed by Nintendo

PRESS START

Want a teeny, weeny, itty, bitty Bomberman? When the title screen appears, select the Password option and press Start. Enter the code **5656**. Begin a normal game, and you'll have tiny Bombermen.

Andy Sentor, Tucson, AZ

Super NES

Super Bomberman

Passwords

PRESS START

Here are passwords for every stage in Super Bomberman:

Stage 1:

Part 1:	5555
Part 2:	7503
Part 3:	5543
Part 4:	0513
Part 5:	5522
Part 6:	7564
Part 7:	3535

Stage 2:

Part 1:	0055
Part 2:	4005
Part 3:	0043
Part 4:	5012
Part 5:	7024
Part 6:	5064
Part 7:	0034

Stage 3:

Part 1:	5453
Part 2:	7402
Part 3:	3444
Part 4:	0412
Part 5:	2423
Part 6:	0464
Part 7:	4434

Stage 4:

Part 1:	6154
Part 2:	4103
Part 3:	7144
Part 4:	5114
Part 5:	1122
Part 6:	4164
Part 7:	0135

Stage 5:

Part 1:	5252
Part 2:	7204
Part 3:	5244
Part 4:	6213
Part 5:	4224
Part 6:	1264
Part 7:	3232

Stage 6:

Part 1:	0652
Part 2:	3605
Part 3:	7645
Part 4:	5615
Part 5:	7623
Part 6:	4665
Part 7:	1635

Ricardo Morales, Round Hill, Puerto Rico

Game Gear

Tom and Jerry – The Movie

Test Mode

TOM and JERRY
THE MOVIE

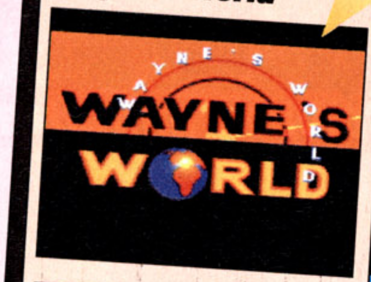
To reach a special Test Mode screen in the game, wait until the title screen appears and then **press Button One, Button Two, One, Two, One, Two, One, and Two.** If you've done the trick correctly, the Test Mode screen will appear and you can choose Invincibility, Stage Select, or Sound Test.

Lan Bao, Portland, ME

Super NES

GAME GENIE

Wayne's World



WAYNE'S WORLD

Infinite lives: **C28F-0704**

Infinite Worthiness: **C2BC-D728**

Adam Tynder, Isle of Palms, SC

Super NES

Super Empire Strikes Back

Saber control doesn't drain the Force Bar: **DDCC-1DDA**

Big Hearts heal completely: **DC8D-3D04**

Force Orbs fill Force Bar: **EE8B-3764**

Genesis

GAME GENIE

Sonic Spinball

Start with five lives: **AZBT-4AHR**

Start on Level 2: the Powerhouse: **AFBT-5N7G**

Extra man about every 1,000,000 points: **869A-4AHR & B69T-4AAA**

Nintendo

Ren and Stimpy

Infinite collectables: **OUEAXXOO**

Infinite lives: **NYUVOZTE**

Start with nine lives: **PEUAPZLE**

Game Boy

Bubble Bobble 2

Infinite lives: **FAB-CEE-4C1**

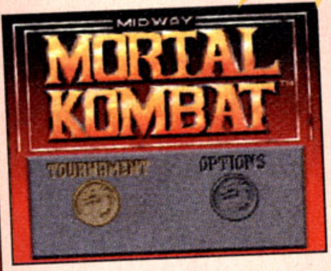
Hold B for four seconds and big bubbles appear: **056-CEE-4C1**

Kill one enemy to progress a level: **AEE-33A-19E**

Super NES

PRO ACTION REPLAY

Mortal Kombat



MIDWAY
MORTAL KOMBAT
TOURNAMENT
OPTIONS

126000
94
PUSH START
SCORPION WINS
TIME BONUS 95,000
STRENGTH 20,500

Unlimited time: **7E01-2295**

One-round fight: **7E01-F85E**

Edward Contreras, Bronx, NY

Super NES

GAME GENIE

Zombies Ate My Neighbors

Game Genie Code

ZOMBIES ATE MY NEIGHBORS
START
PASSWORD

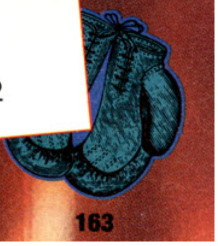
Zeke or Julie can max out on items by standing over them: **C9AE-C404**

David Ginn, St. Petersburg, FL

Do You Have a Secret Weapon?

If you do, send it to S.W.A.T.Pro. Our Pros will review it. If we publish it, we'll send you a free *GamePro* Super Shirt! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402



THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Fatal Combos and Death Blows

By Erik Suzuki

Fatal Fury Special is one of the best one-on-one fighting games around. Here are some combos and the death blows (called Fatal Furies) for the first eight characters. (Please Note: Some of these combos require critical timing and correct first-hit positioning, but all are unblockable after the first hit!)

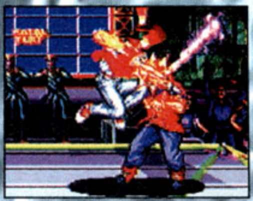
FATAL FURY
SPECIAL

Tournament Report • March 1994 •

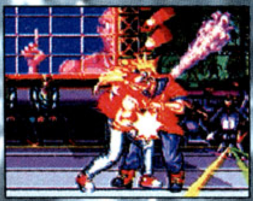
The Midwest Super Street Fighter II Tournament
Date: March 26, 1994
Prizes: Cash prizes, t-shirts, and home game carts
Rules: Double-elimination
Location: Super Just Games, North Brook, IL
Info Line: (708)559-8727
Note: This is promoted as the biggest SSF II tourney outside of California. Go for it, it will be super big!

Terry Bogard

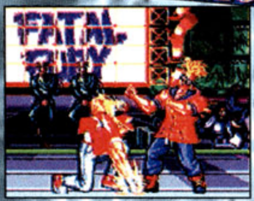
Power Wave Combo



1) Jump in with a deep Fierce Punch.

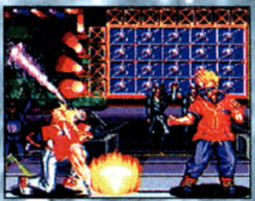


2) Land and press Fierce Punch again.

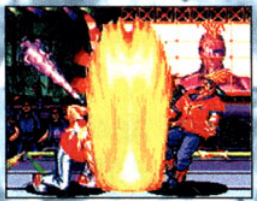


3) Now throw the Power Wave.

Fatal Fury: The Super Power Wave



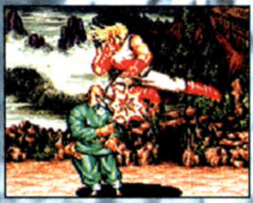
1) Press Down, Down-Away, Away, Down-Away, Toward, and hit B and C simultaneously.



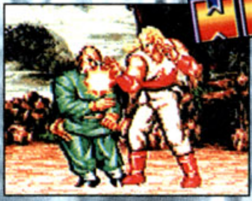
2) This move works best when your opponent is close to you.

Andy Bogard

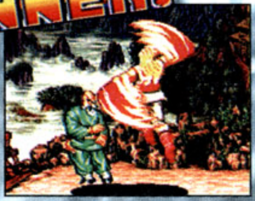
Rising Dragon Combo



1) Cross 'em up with a deep Fierce Kick.

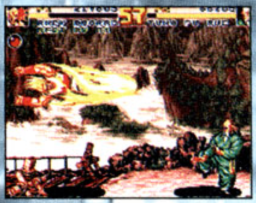


2) When you land, hit your opponent with a standing Light Punch.

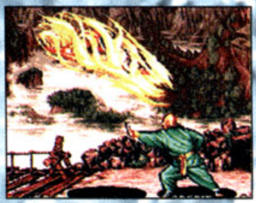


3) Finish them off with the Rising Dragon Punch.

Fatal Fury: The Super-Sonic Split



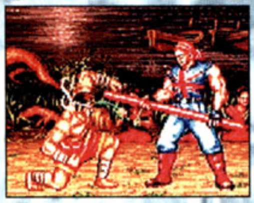
1) Charge Down three seconds, then press Down-Toward plus the B and D buttons.



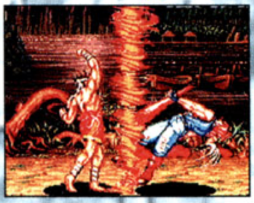
2) This move is best used when your opponent is throwing a projectile at you.

Joe Higashi

Fatal Fury: The Super Hurricane Upper

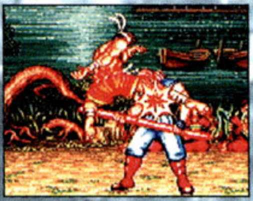


1) Press Toward, Away, Down-Away, Down, Down-Toward, Toward, and B and C simultaneously.

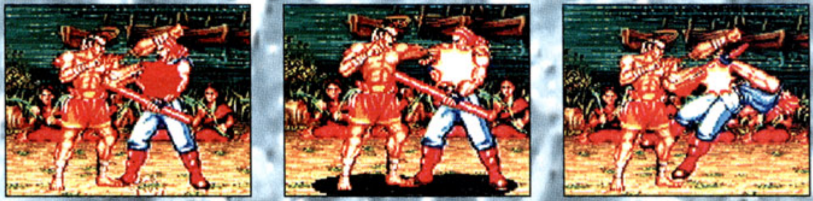


2) This move is best done when your enemy is close to you.

Hyper Fist Combo



1) Jump in with a deep Fierce Kick.



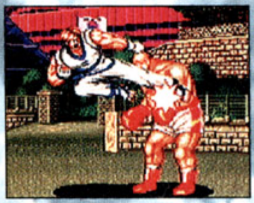
2) Immediately do the TNT Punch for at least two more hits, and up to three more hits if you're lucky.

Next Month in The Fighter's Edge

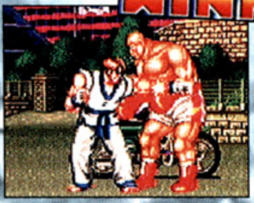
- Mortal Kombat II: More Fatalities and Combos
- Fatal Fury Special: Combos and Fatal Furies for the New Characters, Plus a Secret Surprise!
- Eternal Champions: Overkills and Strategy

Kim Kap Hwan

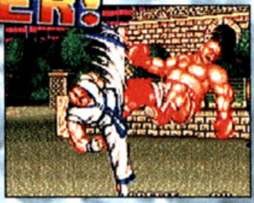
Crescent Moon Combo



1) Jump in with a Fierce Kick.

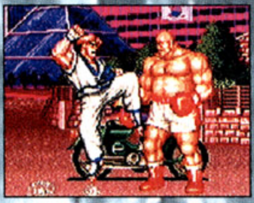


2) When you land, hit 'em with a Light Punch.

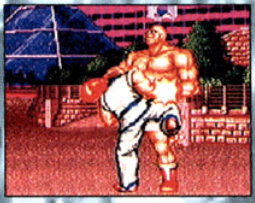


3) Complete the combo with a Crescent Moon Slash for three massive hits.

Fatal Fury: The Hyper Attack



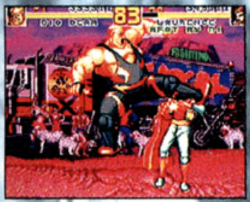
1) Press Down, Down-Away, Away, Down-Away, Toward, and hit B and D simultaneously.



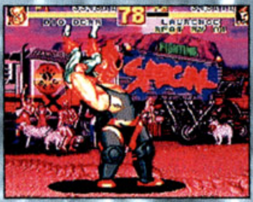
2) It's best to do this move when your opponent is landing from a jump. It lands many hits!

Big Bear

Cheap Bear Grab Combo

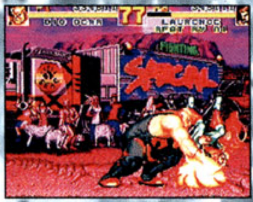


1) Jump at your opponent and press the Light Kick Button.

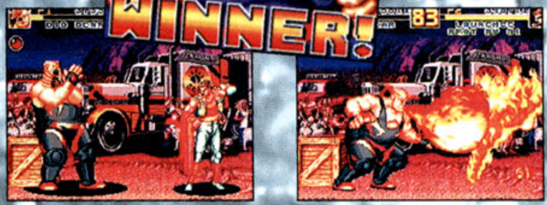


2) When you land, do the Bear Bomber and you'll grab them, even if they block.

Fatal Fury: The Flame



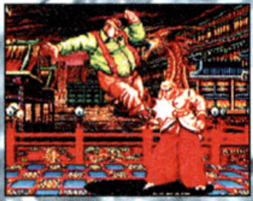
1) Press Toward, Down-Toward, Down, Down-Away, Toward, and B and C simultaneously.

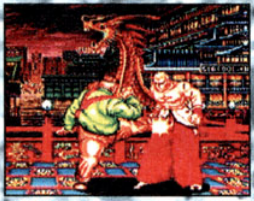


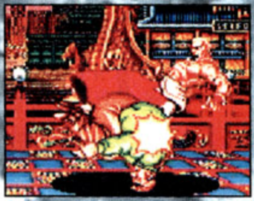
2) You can use this move best when your opponent is jumping at you.

Cheng Sin Zan

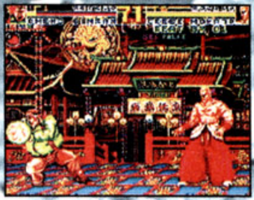
Bone Crushing Combo

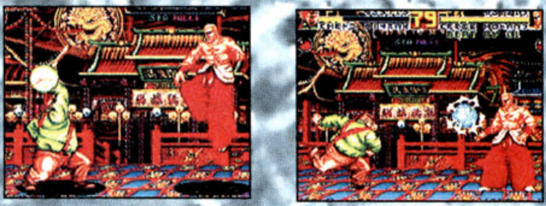

1) Jump at your opponent with a deep Fierce Kick while Charging for the Bone Crusher Crunch.


2) After landing, two-in-one from the light Kick button...


3) ...into the Bone Crusher Crunch for three hits.

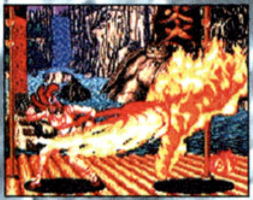
Fatal Fury: The Super Tempest Blast

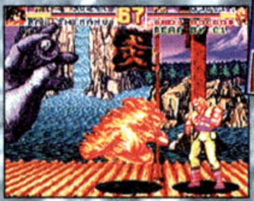

1) Hold Down-Away for three seconds, then press Down, Toward, and B and C simultaneously.


2) Your projectile has the same distance as a regular Fireball, so it's best used by hitting an opponent either out of the air or from a far distance on the ground.

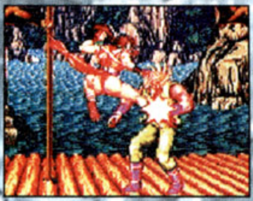
Mai Shiranui

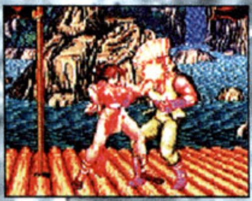
Fatal Fury: The Flaming Ninja Dash

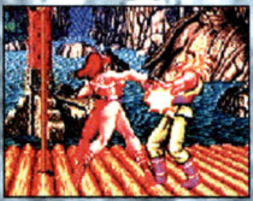

1) Press Toward, Away, Down-Away, Down, Down-Toward, Toward, and B and C simultaneously.


2) Since this move goes all the way across the screen, try to catch your opponent off guard.

Flaming Fandango Combo

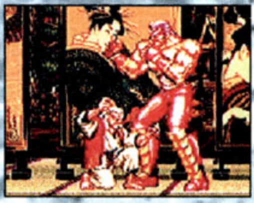

1) Jump at your opponent with a deep Fierce Kick.

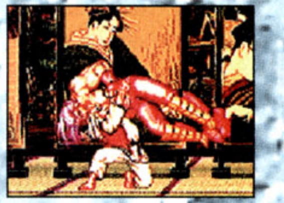

2) When you land, do a standing Light Punch.


3) Now do a Fierce Dragon Flame Fandango for up to four hits.

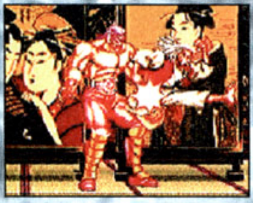
Jubei Yamada

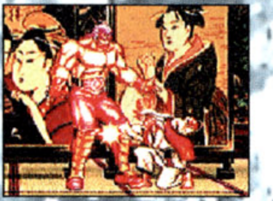
Fatal Fury: The Super Body Drop

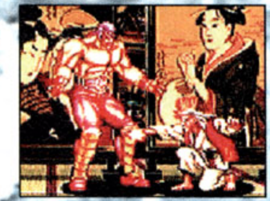

1) Hold Down-Away for three seconds, then press Down, Down-Toward, and B and C simultaneously.

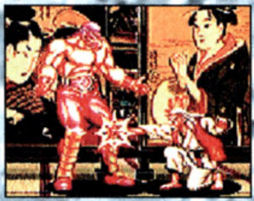

2) This move works just like Jubie's Body Drop, so remember to be within ½-inch of your opponent.

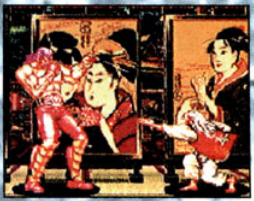
Cookie Cutting Combo


1) Cross up your opponent with a deep Fierce Kick.

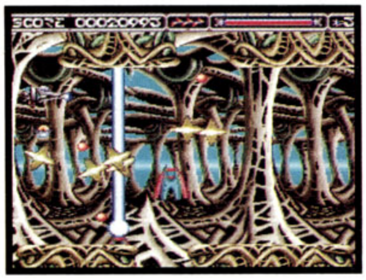

2) Upon landing, charge for a Cookie Cutter and hit 'em with a crouching Light Punch.


3) Do another crouching Light Punch.


4) Now two-in-one from the crouching Fierce Punch...


5) ...into the Cookie Cutter for a total of five hits.

Now available, the trick shooter designed by Syd Mead.


SCORE 00020993

TerraForming
SUPER CD-ROM² SYSTEM
Shooting
Syd Mead's TerraForming
DUO
Distributed By T.T.I.

SCORE 00016866

So many games, so little time.

Dungeon Explorer II
HUDSON SOFT
DUO

ELECTRONIC ARTS
JOHN MADDEN DUO CD FOOTBALL
MULTI PLAYER 2
DUO

Beyond SHADOWGATE
ICOM
DUO

PRINCE of PERSIA

Riot Zone
DUO

Theron's Quest
DUO

SimEarth
The Living Planet

SHADOW OF THE BEAST

In our new action-packed shooting game, TerraForming, you'll travel through space in search of a new planet suitable for the human race. But first you must protect your ship against attacks from enemy aliens. It's one more TTi game that's guaranteed to give you a rush of adrenaline. Each of our games comes with vivid CD graphics, advanced animation and digital sound. If you can't find TurboGrafx™-16 or DUO software at your favorite retailer, call 1-800-995-9203.

SUPER CD-ROM² SYSTEM

DUO T.T.i ™

"TerraForming" © 1993 RIGHT STUFF Corporation. © 1991 SYD MEAD & SYD MEAD, Inc. "TerraForming" is a trademark of RIGHT STUFF Corporation. • **"John Madden Duo CD Football"** © 1990-1993 Electronic Arts. Licensed to Hudson Soft. "John Madden Duo CD Football" is a trademark of Electronic Arts. Hudson Soft and Turbo Technologies, Inc. are authorized Electronic Arts distributors. • **"Beyond Shadowgate"** © 1993 Viacom New Media. "Beyond Shadowgate" is a trademark of Viacom New Media, a division of Viacom International, Inc. • **"Dungeon Explorer II"** © 1989, 1993 Hudson Soft • **"Loom"** © 1992 Lucas Arts Entertainment Company • **"SimEarth"** © 1993 Maxis & Will Wright © 1993 Hudson Soft. Published by Hudson Soft Co., Ltd. under license from Maxis. • **"Shadow of the Beast"** © 1992 Psygnosis Ltd. © 1992 NEC Technologies, Inc. "Shadow of the Beast" is a trademark of Psygnosis. • **"Prince of Persia"** © 1992 Hudson Soft © 1989, 1992 Broderbund Software, Inc. Jordan Mechner "Prince of Persia" is a registered trademark of Broderbund Software, Inc. • **"Riot Zone"** © 1993 Hudson Soft © 1991 Westone "Riot Zone" is a trademark of Hudson Soft. • **"Dungeon Master - Theron's Quest"** © 1990, 1993 Software Heaven, Inc./FTL Games. Licensed through an affiliation with J.P. International. © 1993 Victor Entertainment, Inc. "Dungeon Master - Theron's Quest" is a trademark of Victor Entertainment, Inc.

MORTAL KOMBAT II

Beginner's Survival Guide

By Slasher Quan, in cooperation with MKII designers Ed Boon and John Tobias

The Blow-by-Blow

On the following pages are all the moves we know of currently in Mortal Kombat II. This key explains the terminology used.

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward
A = Away
D = Down
U = Up
DT = Down-Toward
DA = Down-Away
BL = Block
HP = High Punch
LP = Low Punch
HK = High Kick
LK = Low Kick

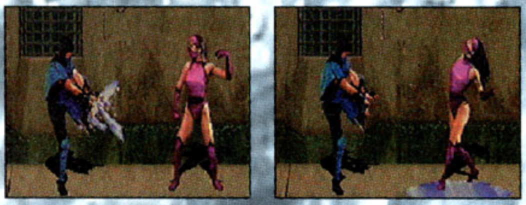
When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

**** = The move can be done in the air.***

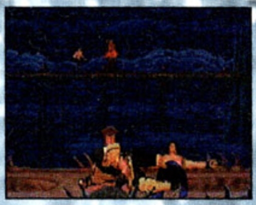
SUB-ZERO

Ice the Ground



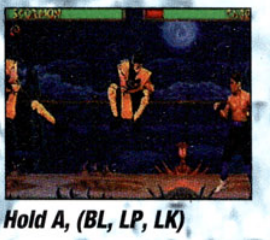
Motion D, DA, A, LK

Freeze



Motion D, DT, T, LP

Slide

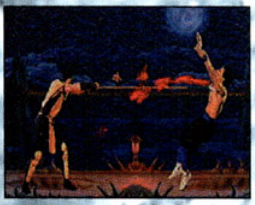


Hold A, (BL, LP, LK)

MKII
MIDWAY
MORTAL KOMBAT II
MIDWAY

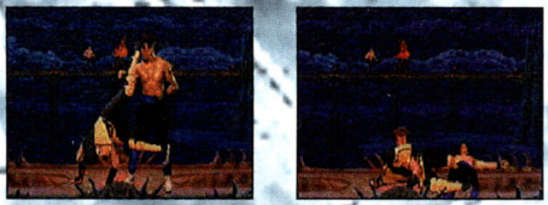
SCORPION

Spear



Tap A, A, LP

Trip



Motion D, DA, A, LK

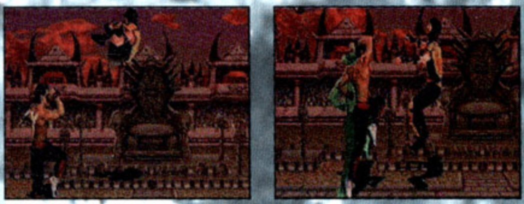
Fatality #1: Flaming Bones

SCORPION WINS

Hold BL, tap U, U, HP (Distance: one-quarter-screen away)

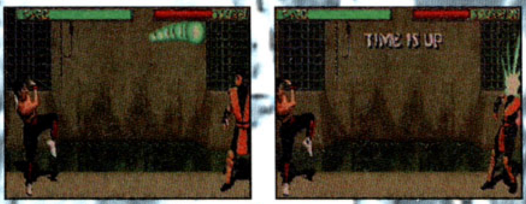
JOHNNY CAGE

Shadow Uppercut



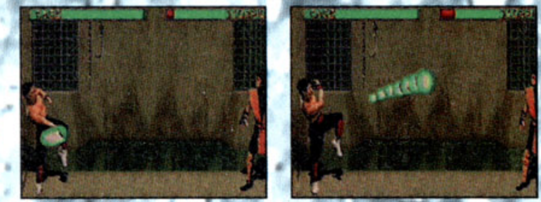
Motion or tap A, D, DA, A, HP

High Green Flame



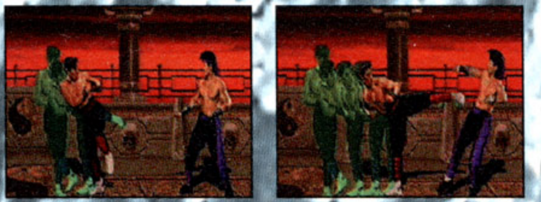
Motion D, DA, A, HP

Low Green Flame



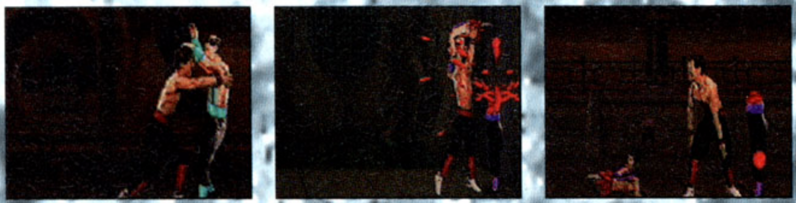
Motion D, DT, T, LP

Shadow Kick



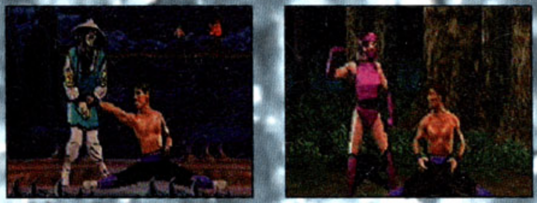
Tap A, T, LK

Fatality #1: The Torso Pull



Tap D, D, T, T, LP (Distance: very close)

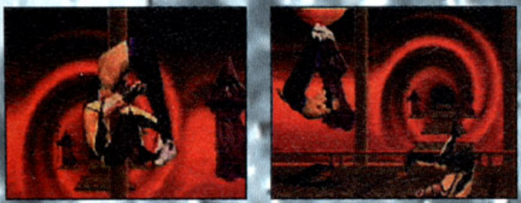
Low Split Punch



Hold D, (LP + BL)

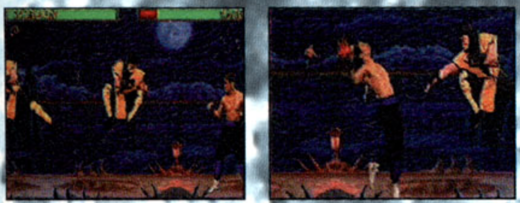
Note: Won't work against Mileena or Kitana.

*Air Throw



Jump, push BL when close in midair

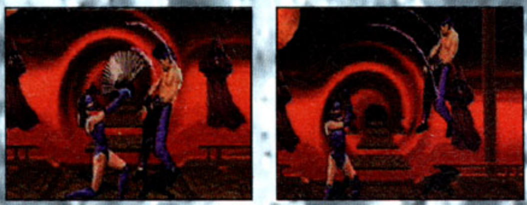
*Disappear and Hit



Motion D, DA, A, HP

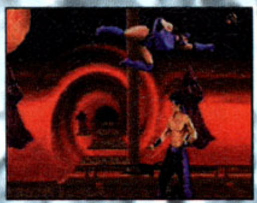
KITANA

Fan Suction



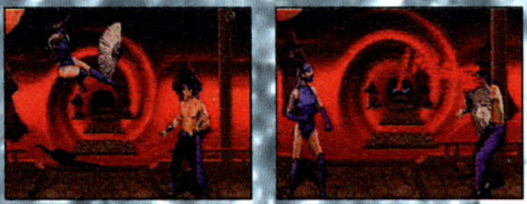
Tap A, A, A, HP

Flight



Motion DT, D, DA, A, HP

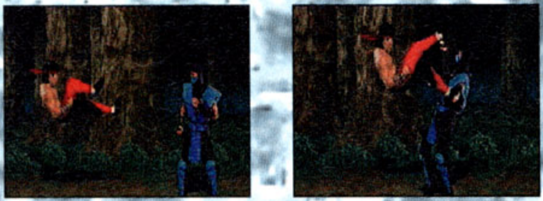
*Throw the Fan



Tap T, T, (HP + LP)

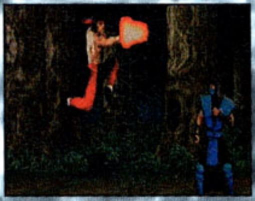
LIU KANG

Bicycle Kick



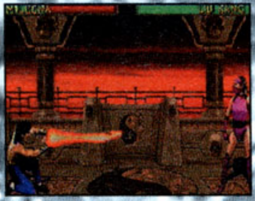
Hold LK 2 seconds, release

*High Fireball



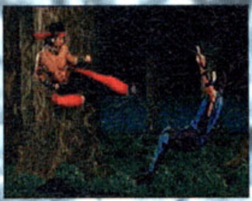
Tap T, T, HP

Low Fireball



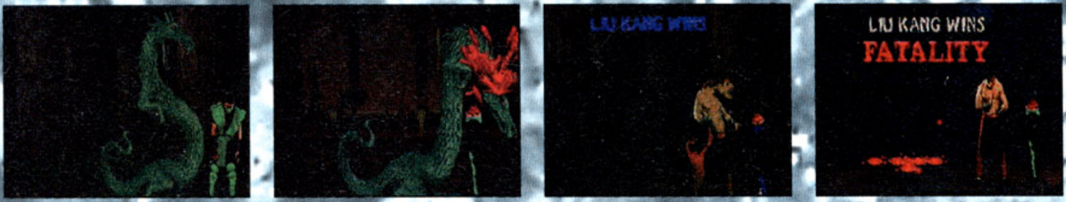
Tap T, T, LP

Flying Kick



Tap T, T, HK

Fatality #1: Dragon Food



Tap D, T, A, A, HK (Distance: very close)

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

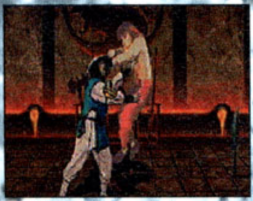
When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

* = The move can be done in the air.

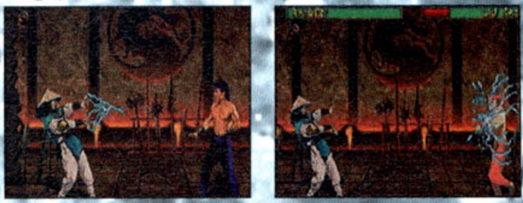
RAIDEN

Electric Grasp



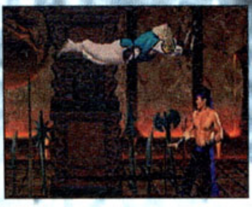
Hold HP 2 seconds, release when close

Electricity



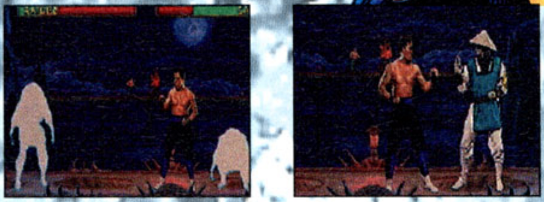
Motion D, DT, T, LP

*Superman



Tap A, A, T

Teleport



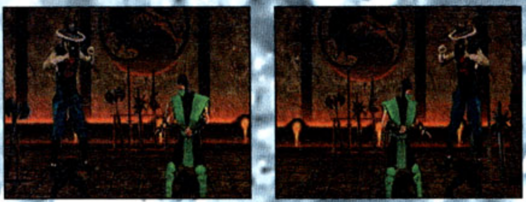
Tap D, U

KUNG LAO

*Flying Kick

Jump, tap U, D, HK

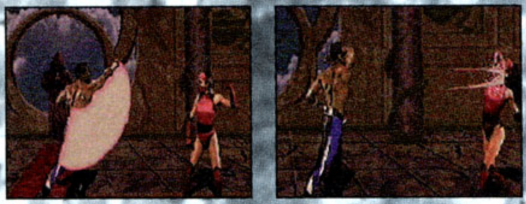
Warp



Tap D, U

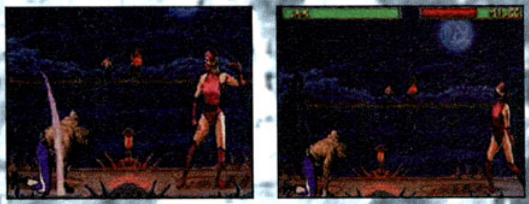
JAX

Fire Wave



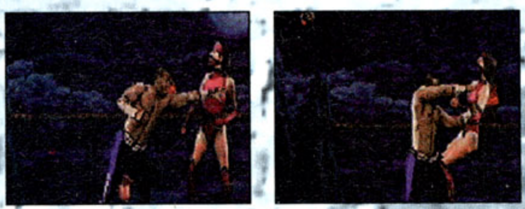
Motion D, DB, B, HK

Earthquake



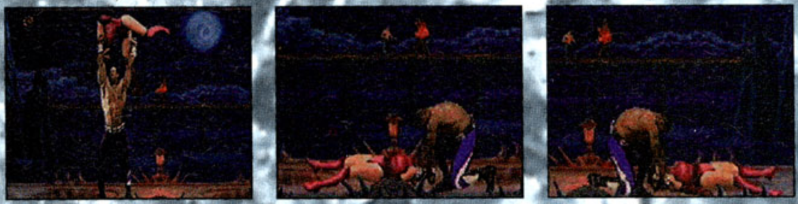
Hold LK 4 seconds, then release

Grab and Hit



Tap T, T, LP when close

Repeated Body Slams

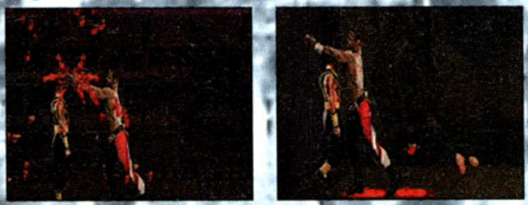


Throw the enemy with LP, then tap HP for extra slams

*Air Back Breaker

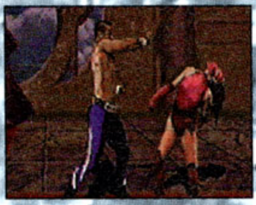
Jump, push BL when close in midair

Fatality #1: Fist Clap



Hold LP, Tap T, T, T, T, release LP (Distance: Very close)

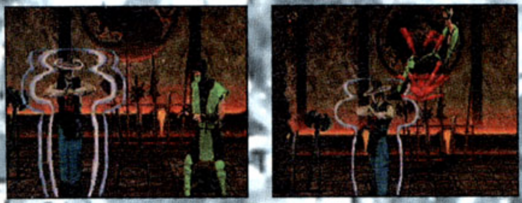
Dizzy Hit



Tap T, T, HP when close

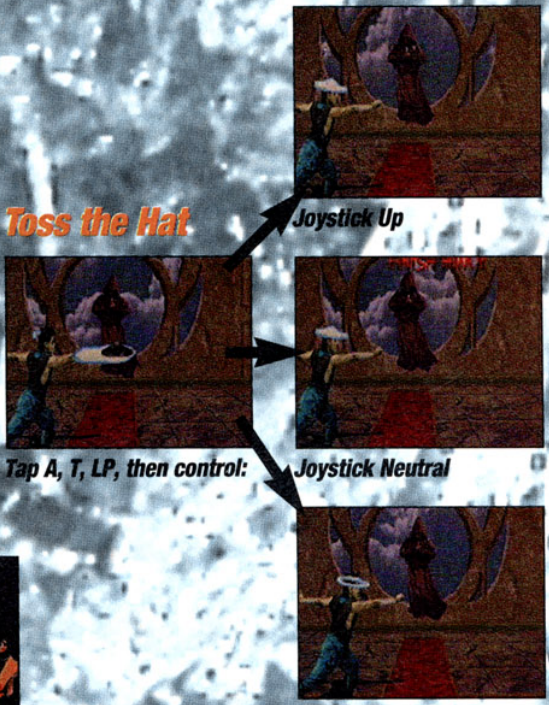
CHOOSE YOUR FIGHTER

Hat Spin



Hold BL, tap U, U, release BL, tap LK to Spin

Toss the Hat



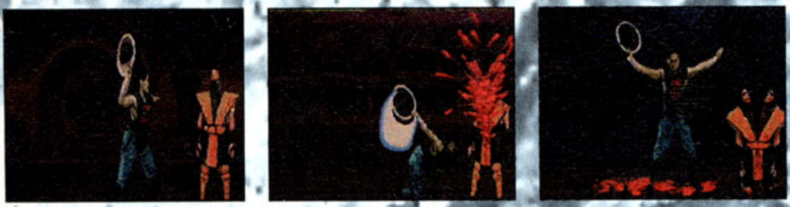
Tap A, T, LP, then control:

Joystick Up

Joystick Neutral

Joystick Down

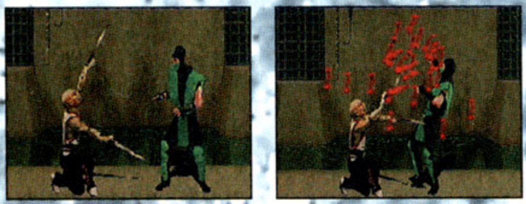
Fatality #1: Split 'Em in Half



Hold BL, T, T, T, LK (Distance: One step away from victim, just inside sweep range)

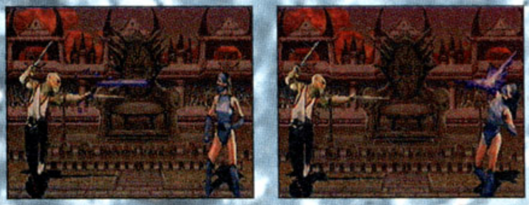
BARAKA

Slicing Blades



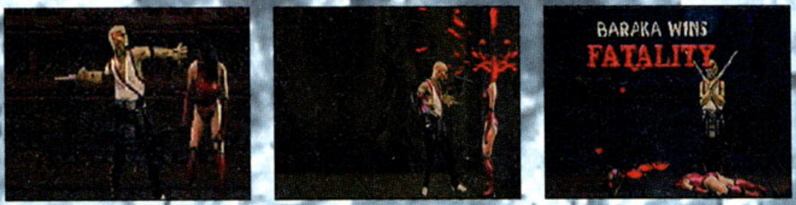
Tap A, A, LP

Blade Throw



Motion D, DT, T, HP

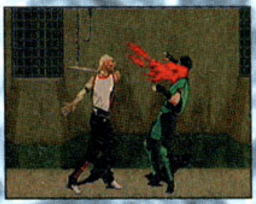
Fatality #1: Decapitation



Tap A, A, A, A, HP (Distance: very close)

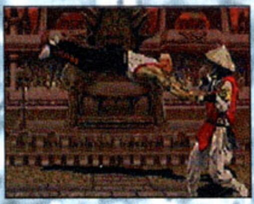
Note: Easier to do if you jump first.

Head Swipe



Pull Back, HP

Jumping Punch



Jump with HP or LP

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

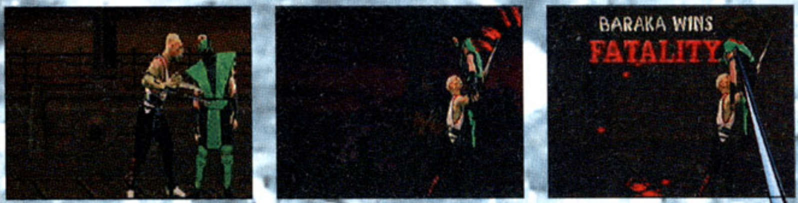
LK = Low Kick

When Close = You can do the move only when you are close to your opponent.

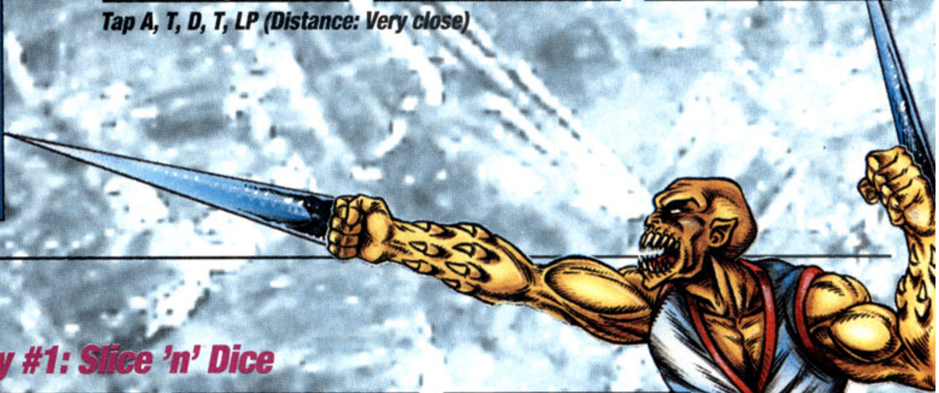
(Moves in Parentheses) = Push all the buttons simultaneously.

* = The move can be done in the air.

Fatality #2: Body Impalement

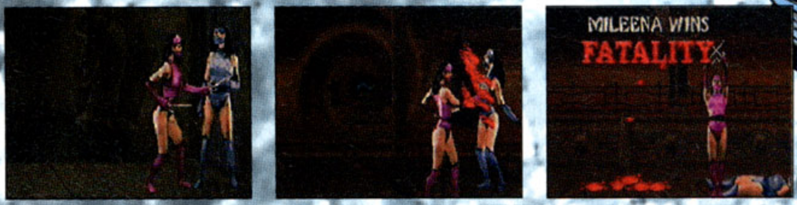


Tap A, T, D, T, LP (Distance: Very close)



MILEENA

Fatality #1: Slice 'n' Dice

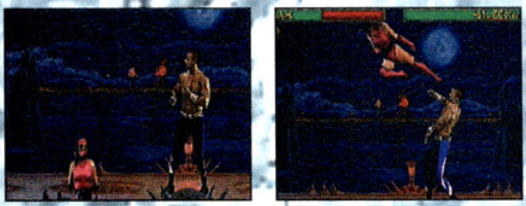


Tap T, A, T, LP (Distance: very close)

Ground Roll

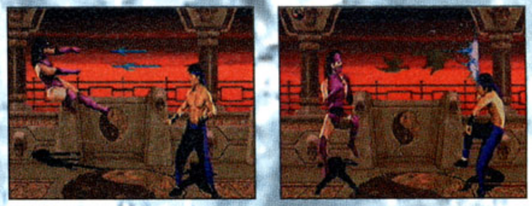
Tap A, A, D, HK

Disappear and Kick



Tap T, T, LK

*Ice Sais



Hold HP 2 seconds, release

Can't get past a level? Keep getting killed? Don't get mad...

CHEAT!

with

GAME ✶ MAGE

Video Game Enhancer for the Super NES®

Special Introductory Price!
$49.99

CALL NOW TO ORDER!

1-800-322-1261

Special Offer!
Wireless Remote Gamepad System for the Super NES®
$39.99

Select Solutions

P.O. Box 6512 • Champaign, IL 61826-6512

Game•Mage™ Features Comparison

Feature	Game-Mage™	Leading Competitor
Pre-Programmed Codes	Pre-Programmed with secret codes for over 50 American and 90 Japanese games for the Super NES®!	AIN'T GOT 'EM
Auto-Code Play Mode	Auto-Code Play Mode selects all secret codes in the Secret Code Library automatically so you can play in Super Mode!	CAN'T DO IT
Maximum Codes	8 PER GAME!	a wimpy 5
Support for New Games and Codes	Game-Mage™, combined with the Power-Mage™ accessory, allows you to save secret game codes for current and new games so you don't have to re-enter codes each time you play!	Spend vast amounts of time collecting codes, sorting through code books and RE-ENTERING your favorite codes each time you play. BUMMER DUDE.
Upgradable	YES!	NOT!

SHIPPING
(U.P.S. Ground)

0-5 lbs	$5.00
5-20 lbs	add $1.00/lb
Hawaii & Alaska	add $4.00
Outside U.S.	add $4.00

Nintendo and Super Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

POLICIES

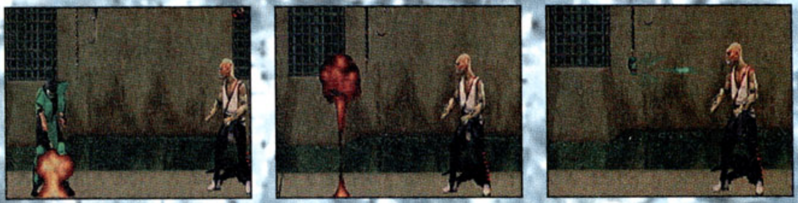
VISA, MasterCard, Discover, and Money Order accepted. No surcharge on credit cards. Credit card is not charged until order is shipped. Illinios residents add 6.25% state sales tax. Game-Mage™ has a 6-month (180 day) limited warranty. Non-defective returns will incur a 15% restocking fee. All returns require a Return Authorization (RA) number. Customer is reponsible for return shipping.

REPTILE

Slide

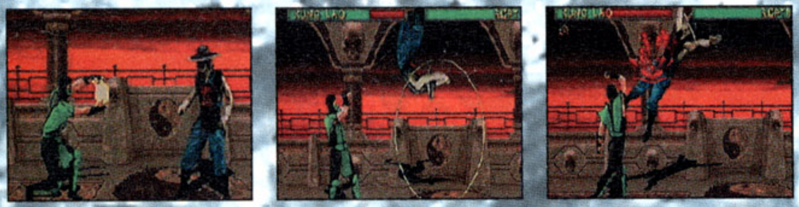
Hold A (BL, LP, LK)

Disappear



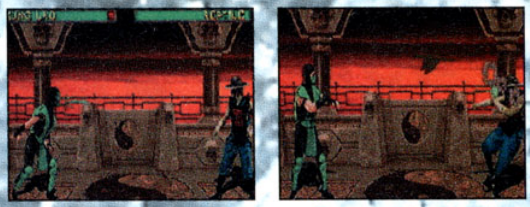
Hold BL, Tap U, U, D, HP (Repeat to reappear)

Bubble Suction



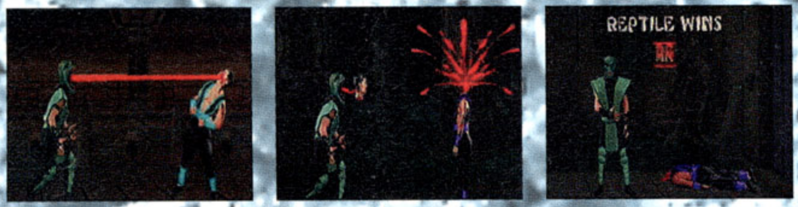
Tap A, A, (HP + LP)

Acid Spit



Tap T, T, HP

Fatality #1: Head Snack



Distance: A little over one-half screen (the distance of one jump)

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

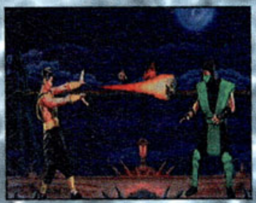
When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

* = The move can be done in the air.

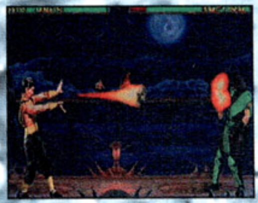
SHANG TSUNG

Fireball x1



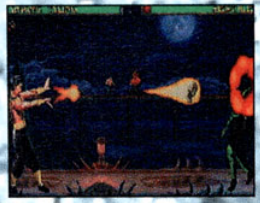
Tap A, A, HP

Fireball x2



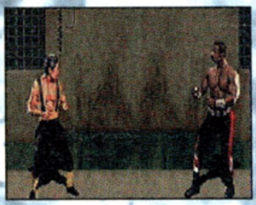
Tap A, A, T, HP

Fireball x3



Tap A, A, T, T, HP

Transform



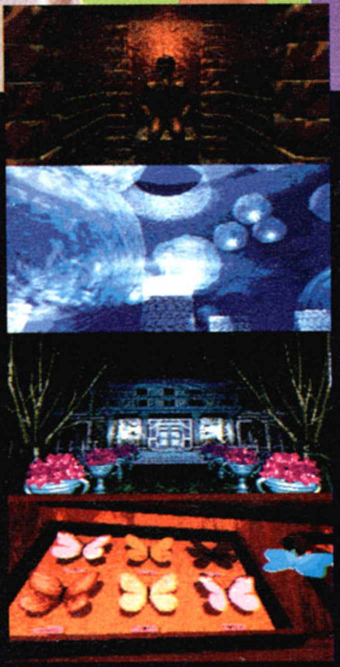
Each transformation lasts about ten seconds.

Sub-Zero	Tap T, D, T, HP	**Mileena**	Hold HP 3 seconds, release
Scorpion	Hold BL, Tap U, U	**JAX**	Tap D, D, LK
Johnny Cage	Tap A, A, D, LP	**Baraka**	Tap D, D, LK
Liu Kang	Tap A, A, T, T, BL	**Kung Lao**	Motion or Tap A, D, A, HK
Raiden	Tap D, A, T, LK		
Kitana	Tap BL 3 times	**Reptile**	Hold BL, Tap U, D, HP

Meet Our Soul Survivor.

Our guy looks like he made it through MANSION OF HIDDEN SOULS with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.

SEGA
SEGA CD
VIC TOKAI INC.
Mansion of Hidden Souls
GA



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.

SEGA CD™

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. MEGA MOUSE™ IS A TRADEMARK OF SEGA OF AMERICA, INC. ALL RIGHTS RESERVED.
© 1994 SEGA. LICENSED BY SEGA ENTERPRISES, LTD.
© 1994 VIC TOKAI, INC.

MEGA MOUSE ENHANCED

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

SEGA GENESIS™

	We Pay You	We Sell Used
Abrm Btltnk	$10	$28
Adms Fmly*	24	45
Adv Dizzy*	26	45
Aerobiz	22	40
Aftr Burnr 2	12	28
Air Divr	6	16
Airbustr	6	16
Aladdin	26	45
Alex Kidd	4	15
Alien 3	8	30
Alien Strm	2	16
Aliens/Prdtr	22	40
Alisia Drgn	4	16
Altrd Beast	3	13
Amzing Tnns	12	40
Amer Gldtrs	10	25
Andre Agssi	12	30
Arch Rivals	10	22
Arcus Odyssy	12	30
Arrw Flsh	2	15
Art Alive	12	30
Atmic Rbo Kd	4	15
Atomc Runnr	3	25
Attack Sub	18	38
Awsm Psum	26	45
AWS Soccr*	26	45
B.O.B.	24	42
Back Futr 3	4	26
Bkrd Racrs*	26	45
Brbi-Spr Mdl	26	45
Brny Frnds	26	45
Batmn	12	22
Batmn Retrns	8	28
Batmn Rtn Jkr	8	28
Bttl Mstr	12	28
Bttl Sqdrn	3	13
Bttletech*	26	45
Bttltoads	12	30
Bttlwings*	26	45
Beanbll Bny*	22	40
Beast Wrstlr	6	30
Beaty Beast R*	26	45
Beethvn*	26	45
Best Of Bst*	26	45
Bg Nose F O*	26	45
Bill Wlsh Ftbl	24	48
Bimini Run	10	25
Biohzrd Btl	12	28
Bldes of Vng*	26	45
Blstr Mstr 2	16	32
Block Out	18	36
Body Count*	26	45
Bnza Bros	6	18
Breach	22	40
Brtt Hll Hky*	26	45
Brutl Ftbll*	26	45
Bubbl Sqk*	26	45
Bubsy	20	42
Buck Rgrs	10	30
Budokn	2	10
Bulls v Blzrs	8	38
Bulls v Lakrs	4	20
Burning Frce	6	15
Bustr Dgls Bxg	2	13
Cadash	12	25
Caesrs Plc*	26	45
Cagy Caprs*	26	45
Cal Ripkn Bsbl	10	35
Caliber 50	3	20
Calif Gms	6	30
Capt Amrica	10	35
Capt Plnet	26	48
Crmn Sdgo T	12	28
Crmn Sdgo W	22	40
Cstlvn Blood*	26	45
Centurn	14	30
Chakan	10	30
Chmp Bowl	18	38
Chmp Lg Sccr*	26	44
Chs Brkly Bbl*	26	45
Chase HQ 2	18	38
Chssmstr	20	40
Chstr Chtah	20	40
Chstr Chtah 2*	26	45
Chki Chki Bys	16	38
Choplftr 3*	26	45
Chuck Rck	8	30
Clffhngr*	26	45
Clue	22	40
Collge Ftbll*	26	45
Columns	20	39
Cool Spt	26	45
Cool Wrld	22	40
Cosmc Sphd*	26	45
Crack Down	5	20
Crsh Dummis*	26	45
Cross Fire	6	20
Crue Bll	18	40
Cyber Cop	6	30
Cybrbll	4	10
Cybrg Just	12	32
D Mrin Ftbl*	26	45
Drk Cstl	3	15
Dshin Dsprds	22	40
Dvd Rbnsn	6	20
Dvs Cup Ten*	22	40
Ddly Moves	10	38
Death Duel	8	28
Decap Attk	3	20
Desrt Demo*	26	45
Desrt Strike	14	35
Devilish	10	30
Dick Tracy	5	15
Dck Vitl Bbl*	26	45
Dinolnd	18	34
Dinosrs/Hire	$20	$40
DJ Boy	2	15
Dolphn	18	38
Domns Gnsis*	26	45
Dbl Drag	10	28
Dbl Drag 3	12	35
Dr Robnic MB *	26	45
Dracla*	20	40
Drgn Rvnge*	26	45
Drgns Fry 2*	26	45
Drgns Fry*	24	50
Dune 2*	26	45
Dynmite Duke	5	15
E Swat	5	12
Ernst Evns	8	20
El Viento	6	20
Elmntl Mstr	18	40
ESPN Bsbl *	26	45
ESPN NFL*	26	45
Etrnl Chmps	26	48
Euro Hky (MD)	30	59
Euro Racrs*	26	45
Evndr Hlyfld	8	28
Ex-Mutnts	8	18
Exile	16	32
F 15 Strk Egl*	22	40
F 19 Stlth Ftr*	22	40
F 22 Intrcptr	8	25
F15 Strk Egl 2*	26	45
Faery Tales	8	20
Famly Fued*	26	45
Fntsia	12	22
Fntstic Dzzy*	26	45
Fatl Fury	14	42
Fatl Rewnd	2	10
Fatl Lbyrnth	3	10
Ferrari GP	14	30
Fido Dido*	26	45
FIFA Sccr	26	45
Fight Mstrs	8	28
Fight Mga*	26	45
Finl Zone	4	15
Fire Shrk	4	16
Flashbk	18	40
Flicky	8	26
Flntstns	20	40
Frgtn Wrlds	4	10
Frmula 1*	26	45
Fn'N Gmes*	26	45
Futur Zne*	26	45
G Loc	12	30
Gdgt Twins	10	36
Gaiares	4	18
Gain Grnd	6	18
Galhd	10	30
Galxy Frce 2	6	16
Gauntlt 4*	22	40
Gemfire	16	40
Gnrl Chaos	18	40
Grge Frmn	8	30
Gnghs Khn 2*	26	45
Ghst Bstrs	8	16
Ghouls Ghsts	8	16
Gods	10	30
Gldn Axe	10	20
Gldn Axe 2	6	25
Golf	2	15
Goofy*	26	45
Granda	3	15
Grt Wld Srch	12	32
Grtst Hvywts	26	45
Greendog	6	18
Grndstrmr*	26	45
Growl	8	26
Guardn Angls*	20	40
Gunshp*	26	45
Gunstr Hroes	18	40
Hrd Drivn'	8	20
Hrdbll	2	13
Hardball 3	16	38
Hrlm Glbtrt*	26	45
Hauntng	18	39
Hvy Nova	4	15
Hellfire	6	16
Hrzog Zwie	16	36
Hi-Tec Aircrft*	26	45
Hi Seas Hav*	26	45
Hit The Ice	12	30
Hockey*	26	45
Home Alne	10	30
Home Alne 2*	26	45
Home Imprv*	26	45
Hook	20	38
Hooves Thndr*	26	45
Humns	12	35
Immrtl	16	40
Incrdbl Hulk*	26	45
Ind Jns Lst Cr	8	30
Insector X	3	13
Ins Chs Ind J*	26	45
Irn Hmmr-VR*	26	45
Ishido	3	10
Ichy/Scrchy*	26	45
Jk Nkls Glf	12	35
Jms Bnd 007	14	35
Jms Pond	3	13
Jms Pond 2	6	18
Jms Pond 3*	26	45
Jms Pond Aq	10	28
Jnnfr Cap Tns	8	35
Jeoprdy	26	45
Jeoprdy 2*	26	45
Jprdy Sprts*	26	45
Jester	22	40
Jewl Mstr	2	13
Jim Power*	$26	$45
Joe & Mac*	26	45
Joe Mntna	4	15
Joe Mntna 2	6	18
Joe Mntna 3	10	26
Joe Mntna 94	26	45
Jhn Madn	1	10
Jhn Mn 92	4	19
Jhn Mdn 93	8	30
Jhn Mdn 94*	26	50
Jhn Mdn Chp	22	50
Jrdn vs Brd	2	18
Jnction	3	16
Jngl Bk*	26	45
Jngl Strk	22	48
Jrssc Prk	24	45
Ka Ge Ki	3	26
Kwski 2*	26	45
Keepr Gates*	26	45
Kd Chmleon	12	26
Kng Slmn	20	38
Kng/Mnstrs	16	36
Kngs Bnty	12	25
Klax	18	38
Krstys FH	8	24
Lakrs Cltics	2	10
Lnd Stlkr	26	45
Lst Act Hero*	26	45
Lst Bttl	3	10
Lgnds Of Rng	14	36
Lmmings	14	38
Lmmngs 2*	26	45
Lthl Enfcrs*	26	45
LHX Atk Chpr	6	26
Lghtning Frc	8	18
Litl Mrmd	16	35
Lst Dim 3D*	26	45
Lst Vkngs*	26	45
Lotus 2 *	26	45
Lotus Turbo	18	38
Mgclnd Dzzy*	22	40
Mrbl Madns	12	32
Mrio Lmieux	6	16
Marvel Land	6	24
Master Mnstrs	30	50
Mtrx Rnnr-VR*	26	45
Mvrik-SFG	22	40
Mazin Saga*	26	45
McDnlds*	26	45
Mencr Game	6	16
Mercs	8	16
Metl Fangs	22	40
Mchl Jksn Mwk	6	18
Mick/Mack	6	30
Mcky/Dnld	18	40
Mcky Ms Cstl	10	30
Mcky Ult Chal*	26	45
Mcro Mchnes	24	42
Mdnt Rstnc	2	12
Mig 29 Ftr Pilt*	20	40
Mght/Mgic	26	50
Mght/Mgic 3*	26	45
Mke Dtka Ftbl	1	10
Monoply	26	50
Mnstr Huntr*	26	45
Mrtl Kmbt	20	50
Ms Pc-Mn	16	34
Mhammd Ali	8	38
Musha	12	24
Mtnt Lg Hky*	26	45
Mutant Lg Ftbl	12	32
Mystic Dfndr	2	12
Mystcl Fghtr	6	28
NBA Action 94*	26	45
NBA Allstr Chlg	4	28
NBA Jm*	26	45
NBA Shwdwn*	26	45
NFL 94*	26	45
NFL QB Clb*	26	45
NHL Hcky	8	22
NHLPA 93	6	28
NHL Hcky 94	30	50
Ngl Mnsl Rac	26	45
Nt Stkr F117A*	26	45
Nbnga Amb*	26	45
Nclr Rush-VR*	26	45
Olympc Gld	4	22
Onslaught	1	10
Out Of Wrld	10	30
Outlndr	14	32
Outlw Rc-VR*	26	45
Outrun	14	32
Outrn 2019	14	35
Pcmnia	20	40
Pprby	18	36
Paprby 2	22	40
Pt Rily Bskbl	1	10
Pele'*	26	45
PGA Tr Glf	14	32
PGA Tr Glf 2	30	50
Phnt Str 2	12	26
Phnt Str 3	14	35
Phlios	2	10
Pgskn Ftbrwl	12	28
Pinbll*	26	45
Pnk Hllywd*	26	45
Pirats! Gld*	22	40
Pitfightr	5	20
Pitfightr 2*	26	45
Popeye*	26	45
Populous	3	10
Pwr Mongr	18	40
Pwrbll	6	20
Predator 2	6	28
Prnce Prsia*	26	45
Pro Am Rcng	$10	$35
Pro Mvs Sccr	26	45
Pro Qrtrbk	8	28
PTO	22	40
Puggsy*	26	45
Quacksht	8	18
Quad Chllng	10	26
Race Drvn*	22	40
Radcl Rcng*	26	45
Raidn Trad	6	20
Rmbo 3	6	18
Rmpart	20	40
Ramses 2*	26	45
Rnger X	16	38
Rstan Saga 2	5	16
RBI Bsbl 3	5	18
RBI Bsbl 4	8	35
RBI Bsbl 93	18	45
Ren/Stmpy	26	45
Rvnge Shnbi	8	16
Rddck Bwe*	26	45
Rngs Of Powr	14	30
Rsky Woods	16	38
Rd Blastrs	10	26
Rd Rash	10	30
Rd Rash 2	24	48
Rd Riot 4WD	22	40
Robo Cop 3*	22	40
Robcp v Ter	26	45
Rckt Kngt Adv	16	38
Rky/Blwnkl*	26	45
Rgr Clemns	8	26
Rolln Thndr 2	4	25
Rolln Thndr 3*	22	40
Rolo Rescue	22	40
Rmnc 3 Kng 2	18	48
Sagaia	2	13
St Swrd	6	20
Svn Cities	22	40
Shdw Beast	2	15
Shdw Beast 2	5	28
Shdw Blster	5	13
Shdw Dancr	4	15
Shdwrun*	26	45
Shnghai 2	22	40
Shinin Drkns	12	25
Shinin Force	22	48
Shinobi 3	16	38
Shove It	6	18
Side Pcket	24	45
Smp-B Ntmr	16	38
Smp-B SM	8	22
Slaughtr Sprt	4	20
Slime Wrld	8	30
Soccr	3	12
Sockt*	26	45
Socks the Cat*	26	45
Sol-Deace	8	25
Soldrs Frtn*	26	45
Son Of Chck	26	45
Sonc Hdghg	6	10
Sonic Hdghg 2	16	35
Sonic Spnbll	26	45
Sorcrs Kngdm	16	38
Spce Harrier 2	5	12
Spce Invdrs	28	48
Spectre*	26	45
Speed Racr*	26	45
Speedbll 2	6	20
Speedwy Chall*	22	40
Spdrmn	8	20
Spdrmn/X-Mn	22	40
Splttrhouse 2	16	36
Spattrhouse 3*	22	40
Sports Soccr*	26	45
Sprts Tlk Bsbl	10	25
Str Contrl	8	22
Str Flight	8	26
Str Odyssy*	22	40
Str Quest*	26	45
Steel Empre	6	20
Steel Talns	4	24
Stellr Fire*	26	45
Stvn Seagal*	26	45
Stormlrd	4	12
SF2 Sp Chp	20	60
St Smart	4	15
Streets Rage	12	25
Streets Rage 2	16	38
Streets Rage 3*	26	45
Strider	2	15
Strider 2	16	38
Summr Chal	8	32
Sunst Rdrs	14	38
Sprmn	8	30
Spr Bttlship*	22	40
Spr Bttltnk	10	35
Spr Bsbl 2020	16	38
Spr Hng On	4	16
Spr Hi Impct	6	20
Spr Hydlide	2	10
Spr Mnco GP	8	18
Spr Mnco GP 2	10	35
Spr Off Rd	10	30
Spr Smsh TV	4	25
Spr Tecm Bwl	22	48
Spr Tecm NBA	26	45
Spr Thndr Bld	4	15
Supr Vlybl	4	18
Swmpthng*	22	40
Sword Sodan	3	10
Sword Vrmln	10	20
Syd Valis	6	30
Sylvstr Twty*	22	40
Talespin	10	29
Target Earth	$3	$10
Tsk Frce Hrr	8	23
Tazmnia	16	30
Tm USA Bsktbl	2	26
Techn Cop	3	13
Technclsh	10	32
Trmnatr	10	24
Trmntr 2-Arc	14	30
Trmntr 2-Jdg	22	40
Test Drive 2	10	30
Thrd Wrl War*	26	45
Thoms Tank*	22	40
Thndr Fox	5	20
Thndr Frce 2	5	13
Thndr Frce 3	5	15
Time Killrs*	26	45
Time Trx*	26	45
Tny Toons	22	40
TMNT-Hypr	16	38
TMNT-Tr Ftrs	26	45
Toe Jam Erl	14	30
Toe Jam Earl 2*	26	45
Toki Ape Spit	8	30
Tom/Jrry F A*	26	45
Tm Lsrda Bsbl	2	13
Tny La Russa	8	35
Ttl Crnge*	26	45
Toxc Crusdrs	4	16
Toys	18	40
Trmpln Trror	3	15
Traysia	12	32
Trbl Shtr	1	13
Truxton	4	12
Turn/Burn*	26	45
Turrican	5	12
Twin Cobra	4	18
Two Crud Duds	3	26
Tyrants	8	35
Ultmt Qix	14	28
Ultm Stntmn*	22	40
Unchrtd Wtrs	26	48
Unsry Rghns*	26	45
Unvrsl Sold	8	26
Valis	4	26
Valis 3	3	15
Vapor Trail	12	28
Virt Racng*	26	45
Virt Pinbll*	26	45
Wardner	6	15
Wrpspeed	8	30
Wrrior Rme	6	18
Wrrior Rme 2	16	38
Wrrior Rme 3*	26	45
Wrrs Etnl Sn	22	40
Warsong	16	35
WCW SprBrwl	26	45
We're Bck*	26	45
Whl Frtune	28	45
Whip Rush	5	13
Wmbldn Ten	26	45
Wngs Of Wor	6	15
Wintr Chllng	5	16
Wiz'n Liz*	26	45
Wtr OlymGms*	26	45
Wolf Child	22	40
Wondr Boy	6	28
Wrld Cup Sccr	16	38
Wrld Ser Bsbl*	26	45
Wld Trphy Sccr	6	30
Wrth Gods*	22	40
Wrl Ldrbd Glf	8	32
WWF RylRmbl*	24	42
WWF Sp Wrstm	6	30
X-Mn	18	40
Y's 3	12	30
Yng Indy	22	40
Zany Glf	2	10
Zombi Hi	22	40
Zmbi Ate Nbr	20	40
Zool*	26	45
Zoom	6	15

ACCESSORIES

Cntrl Dk	**$60**	**$85**
Gen 2 Dk	**61**	**99**
Ascii Pd	10	20
Crry Cas/Lg	6	18
Crry Cas/Sm	4	10
Comp Pro	6	15
Cntrl Pd (6 Btn)	8	16
Dn Cbl (2 Tail)	6	14
Dn Cbl (3 Tail)	12	19
Ext Cord Cntrl	4	12
Fr Plyr Adptr	10	26
Gme Gnie	26	45
Gme Hldr	5	12
Mgfre Joypd	10	20
Mencr	14	28
Msc Jypd	6	15
Msc Jystck	6	15
Pwr Clutch	24	40
Pwr Jystk	22	40
Pwr Bs Cnvrtr	14	26
Tac 50 Jystk	8	18

***NEW RELEASES**
These may not yet be out by the manufacturer.

SUPER NES

	We Pay You	We Sell Used
7th Saga	$22	$48
Act Raiser	12	25
Act Raiser 2	26	48
Addms Fmly	18	36
Adv Islnd	10	38
Adv Dzzy*	26	48
Aero Fghtrs*	26	48
Aero Acrobt	26	48
Aerobz	24	44
Arbrn Rngr*	26	48
Alddin	28	50
Alfrd Chckn*	26	48
Alien 3	20	42
Alns/Prdtr	20	39
Amzng Tnnis	10	36
Amr Gladtrs	10	30
Amrcn Tail*	26	48
Andr Ags Tn*	26	48
Arcana	22	40
Arcs Osyssy*	26	48
Ardy Lghtft*	26	48
Art of Fihtng*	26	48
Astrx/Gaul*	26	48
Axely	14	30
B.O.B.	22	40
Brbi-Spr Mdl*	26	48
Btmn Rtrns	26	45
Bttl Blaze*	26	44
Bttl Cars*	26	44
Bttl Grnd Prx	20	40
Bttlclsh	12	22
Bttlclsh 2*	26	48
Bzka Bltzkrg	14	35
Beastbll*	26	48
Beaut Beast*	26	48
Beethvn*	26	48
Best Of Best	8	28
Big Run*	22	40
Bll Lmbeer	5	12
Biomtl*	26	48
Bizylnd	24	44
Bldes of Vng*	26	48
Blaze On	12	38
Blues Bros	20	40
Brainies	26	44
Brwl Bros	16	40
Brtt Hull Hky*	26	48
Btltds/D Drg*	26	48
Bubsy	26	45
Bgs Bnny RR*	26	48
Blls v Blzrs	4	30
Cal Rpkn Bsbl	14	36
Calf Games 2	14	35
Cpt Amrica	22	42
Cpt Novlin	26	44
Crm Sndgo	22	44
Crm Sndgo Tm	20	40
Cstlvnia 4	12	28
Chmp Lg Scr*	26	48
Chmp Pool*	26	48
Chssmstr	22	40
Chstr Cheeth	18	38
Chpliftr 3*	26	48
Chck Rck	8	32
Clyfghtrs	26	48
Clymates*	26	38
Clffhngr	26	48
Clue	22	42
Combtrbs	10	32
Congos Capr	26	48
Cntra 3	16	38
Cool Spt	28	48
Cool Wrld	14	30
Crsh Dummis	26	44
Crsh'n Bys	26	44
Curs/Azr Bnd	26	44
Cyber Spin	12	35
Cybernator	16	38
D Force	10	20
Daffy Dck	18	40
Drius Twns	6	18
Dshin' Dsprd*	26	48
Dth Vlly Rly	8	30
Dnns/Mnc*	26	48
Desert Strike	20	40
Diam Chlnge*	26	48
Dg Spk Vlybl*	26	45
Dino City	14	35
Doomsdy Wr	16	35
Dr. Frnkn*	26	48
Dracula	22	40
Drgns Lair	10	28
Drkkhen	8	18
Drm Probe*	26	45
Drm TV*	26	45
Dngn Mstr	26	45
Earth Dfns Frc	4	26
EEK the Cat*	26	48
Equinox*	20	40
ESPN Bsbl *	26	48
ESPN NFL*	26	48
EVO Srch/Edn	26	48
Extr Innings	8	32
Eye Behldr*	26	48
F 1 Pole Posit*	26	48
F 1 ROC	14	34
F 1 ROC 2*	26	48
F Zero	12	25
Fcebll 2000	12	28
Famly Dg*	18	40
Famly Feud	26	48
Fatl Fry	14	36
Felix Cat*	26	44
Fido Dido*	26	48
Fnl Fant 2	22	40
Fnl Fant MQ	12	22
Fnl Fight	2	20
Fnl Fight 2	18	38
Firehwk*	26	48
Firepwr 2000	$10	$30
First Samur	24	45
Flshbk	26	48
Ftbll 2000*	26	48
Ftbll Fury	20	42
Fut Zone*	26	48
FX-Trx*	26	48
Gmfire	18	40
Geo Frmn	2	19
Ghngs Khn 2*	26	48
Goal	16	40
Gods	14	36
Gldn Empir*	26	48
Goof Troop	22	40
GP-1	20	40
Gradius 3	6	18
Grt Wld Srch	22	40
Guerilla Wr	24	44
Gunfrce	10	36
Hmrn' Hry*	26	48
Hrdbal 3*	26	48
Hrlys Adv	10	30
Hit The Ice	18	40
Hockey*	26	48
Hole In One	10	22
Home Alone	12	24
Home Alone 2	12	28
Hme Imprv*	26	48
Hook	12	34
Humns	24	45
Hunt Red Oct	12	32
Hypr V-Ball*	26	48
Hypr Zone	8	18
Imprium	10	38
Incrdbl Hlk*	26	48
Inindo	20	38
Inspctr Gdgt*	26	48
Int'l Tennis *	26	48
Itch/Scrtcy*	26	48
Jk Nkls Glf	20	38
Jguar*	26	48
James Bnd Jr	8	36
Jprdy	22	40
Jmmy Cnnrs	18	36
Joe/Mac	8	30
Joe/Mac 2*	26	48
Jhn Madn 92	2	18
Jhn Madn 93	6	30
Jhn Madn 94	26	50
Jrny Home*	26	48
Jngl Book	26	48
Jrssc Park	20	42
Kblooey	12	35
Kboom*	26	48
Kwski Chll	16	38
Knco Rage*	26	48
Kng Arth Wrl	22	40
Kng/Mnstrs	10	35
Krstys FH	10	22
Lgoon	14	28
Lmbr AMChl*	26	48
Lst Actn Hro*	26	48
Lwnmwr Mn*	26	48
Lgnd*	26	48
Lgnds Of Rng	20	40
Lmmngs	12	36
Lenus	26	48
Lstr Unlkly*	26	48
Lthl Enfrcrs*	26	48
Lthl Weapn 3	6	28
Lock On	20	40
Lrd of Rngs	26	48
Lost Dim 3D*	26	48
Lost Vkngs	18	39
Lufa-Frt Dm*	26	48
Magc By*	26	48
Magc Swrd	8	30
Magcl Quest	22	40
Mario/Wrio*	26	48
Mario/Miss	24	42
Mario Kart	22	42
Mario Pnt Gm	16	29
Mario's Time*	26	48
Mcarbt Glf	26	48
Mch Warrior	20	40
Mga Man X	26	45
Mtl Jacket*	26	44
Mtl Marns*	26	48
Mtl Mstrs*	26	44
Mcky Ul Chl*	26	48
Mcro Mach*	26	48
Mt/Mgc 2*	26	44
Mght/Mgc 3	26	44
Mndy N Ftbl*	26	44
Monply	26	45
Mrtl Kmbt	16	50
Mr Nutz*	26	48
Mhmmd Ali*	26	48
Musya	12	35
MVP Ftbll	26	45
Mystcl Nnja	12	26
NBA Allstrs	3	28
NBA Jm*	26	48
NBA Shwdwn	26	48
NCAA Bsktbl	8	26
NFL Ftbll*	26	48
NFL QB Clb*	26	48
NHL Hcky 94	28	50
NHL Stnly Cp	26	48
NHLPA 93	8	30
Ngl Mnsl Rc	16	32
Nbnga Amb*	26	48
Nln Ryn Bbl	8	30
Nosfrtu*	26	48
Obitus*	26	48
On The Bll	20	42
Oprt L Bmb	20	48
Oprt Alns*	26	48
Orbitus*	26	48
Out Of Ths Wrld	$8	$35
Out to Lunch*	26	48
Outndr	6	30
Pc-Attk	20	40
Pc-Mn 2*	26	48
Plddn's Qst	26	48
Pprby 2	14	28
Pbbl Beach	26	48
Pele'*	26	48
PGA Tr Glf	30	55
Phlnx	8	30
Pilot Wngs	12	25
Pnk Pnthr*	26	48
Prat Drk Wtr*	26	48
Pitfall*	26	48
Pitfightr	8	19
Plok	26	48
Pky/Rky	16	39
Popeye*	26	48
Populous	5	15
Powr Moves	8	35
Prhstrk Mn*	26	48
Prnce Prsia	18	40
Pro Qrterbk	6	25
Pro Sprt Hky*	26	48
PTO	26	44
Pgsly Scv Hnt	18	40
Push Ovr	16	40
Putty*	26	44
Q B rt	10	35
R-Type 3*	26	48
Race Driv'	12	30
Rdio Flyr	24	42
Raidn Trad	10	28
Railrd Tycn	26	48
Rmprt	22	40
Ranma 1/2*	26	48
Rap Quest*	26	44
Redlne Rcr	20	40
Ren/Stmpy	20	40
Riddck Bwe*	26	48
Rivl T rf	4	28
Rivr Raid*	26	48
Rd Riot 4WD	14	30
Robo Cop 3	16	30
Rbcop v Trm	26	48
Robosaurs	20	40
Rck N Rll Rcng	20	40
Rcketeer	4	20
Rky/Blwnkl	20	40
Rky Mnt Sprts*	26	48
Rky Rodent	22	42
Rgr Clmns Bsbl	8	30
Rmnc 3 Kng 2	30	50
Rmnc 3 Kng 3*	26	48
RPM Racng	8	20
Run Sabr*	26	48
Scrt Missn	20	40
Scrt Of Mna	20	40
Sengoku*	26	48
Shdwrn	24	45
Shnghai 2	26	48
Side Pckt	26	48
Silva Saga	26	44
Sim Ant	26	48
Sim City	22	40
Sim Earth	20	40
Simp-B Ntmr	10	28
Skns Game	24	42
Skuljger	12	32
Skyblzr	26	48
Smart Ball	10	35
Socks the Cat*	26	48
Sldrs Frtn*	26	48
Solo Flight*	26	48
Soulblzr	26	45
Spce Ftbl	10	35
Space Mgfrc	14	32
Spnky's Quest	14	32
Spcl Tee Shot	26	44
Spellcrft*	26	44
Spdmn/X-Mn	10	38
Spndzzy Wrld	20	45
Spltrhse 3*	26	48
Sprts Illstr*	24	44
Str Fx	20	40
Str Trk*	26	48
Str Wrs	22	40
Stvn Seagal	26	48
Str Combat	18	40
Str Ftr 2	6	30
Str Ftr 2-Trb	14	55
Strke Gunnr	16	44
Strkr*	26	48
Sunst Ridrs	26	48
Sprmn*	24	44
Spr Aq Gms*	26	48
Spr Bsbl Sim	4	28
Spr Bsbl 2020	18	38
Spr Bases Ld	8	30
Spr Bases Ld 2*	26	48
Spr Battr Up	20	40
Spr Bttlshp*	26	48
Spr Battletd	18	40
Spr Bttltnk	10	28
Spr Bttltnk 2*	26	48
Spr Blck Bss	30	50
Spr Bmbrmn	20	40
Spr Bwlng	20	40
Spr Bustr Bro	24	44
Spr Caesr's	24	45
Spr Chase HQ*	26	48
Spr Conflct	22	40
Spr Ddg Bll*	24	45
Spr Dbl Drg	12	38
Spr Emp St Bk	26	48
Spr Ghouls	10	20
Spr Gdzlla*	26	48
Spr Hi Impct	16	38
Spr James Pond	$24	$44
Spr Mario Wrld	4	13
Spr Mr All Strs	28	45
Spr NBA Bsktbl	18	42
Spr NFL	16	38
Spr Ninja Boy	16	38
Spr Off Road	10	26
Spr Off Rd-Baja	20	38
Spr Play Act Fb	4	16
Spr R Type	4	15
Spr Scp(6in1)	4	10
Spr Slm Dunk	18	40
Spr Slap Shot	16	35
Supr Smsh TV	6	18
Spr Sccr	16	35
Spr Sccr Chm	16	36
Spr Snc Blstm	10	36
Spr Strk Egl	22	40
Spr Tec Bwl	28	50
Spr Tec NBA	26	48
Spr Tenn s	6	22
Spr Turrcn	16	38
Spr Turrcn 2*	26	48
Spr Valis 4	12	30
Spr Wdgt	20	40
SprNova*	26	48
Suzuka*	26	48
Swmpthng	26	45
Syvllion*	26	48
Tzmnia	24	42
Trmintr	16	36
Trmntr 2-Arc	24	44
Trmntr 2-Jdg	24	44
Test Drv 2	20	40
Thoms Tnk	26	44
Thndr Spirits	8	22
Time Kllrs*	26	48
Time Slip*	26	48
Time Trax*	26	48
Tny Tns/Bstr	18	40
TKO Bxng	8	35
TMNT 4	12	32
TMNT-Tr Ftrs	26	48
Tom/Jerry	20	42
Tny Meol Scr*	26	48
Top Gear	20	42
Top Gear 2	26	48
Total Crnge*	26	48
Toys	16	40
Troddlrs*	26	48
Tuff E Nuff	20	40
Trn/Brn*	26	48
Ult Fightr	24	44
Ult Fls Prph	24	45
Ultrabts	24	45
Ultramn	6	16
UN Squadrn	8	22
Unchrtd Wtrs	30	50
UndrcvrCps*	26	48
Unvrsl Sold	24	44
Untouchbls	24	44
Utopia*	24	44
Vegas Staks	28	48
Wailalae C C	14	36
Wrpspeed	14	42
War Rome 3*	26	48
Wyns Wrld	16	35
WCWSprBrwl *	26	48
We're Back	26	48
Whl Fort	24	42
Whirlo	24	44
Wckd 18 Glf*	24	44
Wn Cmdr	12	28
Wn CmdrSM*	26	48
Wigs 2 Ac s Hi	14	35
Wzrd of Oz*	26	48
Wtr Olym Gm*	26	48
Wolf Child	20	40
Wordtris	18	40
Wld ChmWrs*	26	48
Wld Cp Sccr*	26	48
World Heroes	20	40
World Lg Sccr	8	25
Wrstlmnia	4	20
WWFRyl Rmbl	28	48
X-Zne	10	30
Xrdion	12	30
Y's 3	8	18
Yshis Cookie	22	40
Yshis Sfari	26	48
Yng Mrlin*	26	48
Zelda 3	18	35
Zmbi Ate Ngbr	20	40

ACCESSORIES

Cntrl Dk	**$72**	**$95**
Ascii Pd	12	22
AV Wires	1	5
Crry Case	10	19
Chmp Jystck	26	60
Cmp Pro	6	18
Cntrllr Qksht	6	18
Ext Crd Cntrl(2)	6	15
Gme Genie	22	44
Gme Holder	2	8
Mrio Pnt Mse	12	22
Msc Jypd	4	15
Msc Jystck	4	15
Mlti-Tp(5-Pl)	6	12
St Ftr 2 Jstk	20	50
Spr Adv Jystk	16	38
Spr Scpe	16	29

***NEW RELEASES**
These may not yet be out by the manufacturer.

CALL TODAY!
QUICK DELIVERY!

VISA MasterCard DISCOVER

All Games Come With A 90-Day Warranty!

CALL TODAY!

Buy and Sell Prices May Be Subject to Change.

612•946•8883

RECEIVE UP TO $40 00 Per Game

(When selling us your games)

SELLING YOUR GAMES IS QUICK AND EASY!!

Call our friendly FUNCO agents at (612) 946-8883 first for current prices. After you call, you'll be asked to do these things:

a. Alphabetize the games you wish to sell on this list.
b. Write the number and name of the agent you spoke with.
c. Ship your games A.S.A.P. and your list to:

FUNCO, INC. • 10120 W. 76th Street • Minneapolis, MN 55344

NINTENDO GAMES

	We Pay You	We Sell Used
10 Yrd Fght	$1	$2
1942	2	8
1943	2	12
720	1	3
8 Eyes	2	6
Abadox	1	4
Addms Fmly	10	22
Adv Byu Billy	1	3
Adv Dino Riki	1	5
Adv Islnd	4	15
Adv Islnd 2	14	28
Adv Islnd 3	22	40
Adv Lolo	6	16
Adv Lolo 2	16	30
Adv Lolo 3	24	42
Adv T Sawyr	3	8
After Burner	3	12
Air Fortrss	2	5
Arbrn Rngr*	16	30
Airwolf	2	7
Al Unser	2	12
Alfrd Chkn*	16	30
Alien 3	12	30
Alien Syndrm	3	7
All Pro Bsktbl	4	10
Alpha Mssn	1	4
Amagon	1	4
Amer Gldtrs	6	18
Anticipation	2	5
Arch Rivals	2	12
Archon	2	7
Arkanoid Gme	8	25
Arksts Rng	2	10
Astrx Gaul*	16	30
Astyanax	1	3
Athena	1	4
Athltc Wrld	1	8
Attck Klr Tom	1	12
Baby Boomr	8	25
Back Futr	1	4
Back Futr 2/3	4	8
Bad Dudes	1	4
Bd Nws Bsbl	1	12
Bad St Brwlr	1	4
Balloon Fght	2	6
Bnd Kng Chna	18	35
Barbie	16	30
Bards Tale	8	16
Baseball	1	3
Basbll Pros	16	30
Basbll Smltr	2	15
Basbll Stars	6	22
Basbll Stars 2	14	38
Bases Load	1	6
Bases Load 2	1	7
Bases Load 3	4	16
Bases Load 4	16	30
Basewars	4	15
Btltds/Db Drg	14	30
Batman	4	10
Btmn Rtrns	14	30
Btmn Rtn Jkr	8	18
Bttl Chess	8	18
Bttl Olymps	3	7
Bttl Tank	8	20
Bttlship	16	30
Bttltoads	8	18
Bty Beast*	16	30
Bee 52	6	15
Beetlejuice	8	16
Best Of Best	14	30
B Brd Hd/Spk	12	25
Bg Foot	3	12
Bgnose Cvmn	4	18
Bignose F.O.	12	24
Bill/Ted Adv	4	10
Bio Force Ape*	16	30
Bionic Cmndo	1	5
Black Bass	18	38
Blackjack	16	30
Blades Steel	8	15
Blaster Master	1	6
Blazebusters*	16	30
Blue Marlin	24	42
Blues Bros	12	22
Bo Jcksn	8	19
Bmbrmn	4	15
Bmbrmn 2	18	38
Bonk's Adv*	16	30
Boomrng Kid*	16	30
Boulder Dash	3	12
Boy & His Blob	2	7
Break Time	10	28
Breakthru	1	5

	We Pay You	We Sell Used
Bubbl Bobbl	$6	$18
Bubbl Bobbl 2	16	30
Bucky O Hare	10	22
Bgs Bny Bday	6	18
Bgs Bny Cstl	10	20
Bump & Jump	3	8
Burai Fightr	1	5
Burgertime	4	10
Buster Bros*	16	30
Cabal	1	7
Csrs Plce	18	40
Calif Games	3	8
Calif Raisins	16	30
Cpt America	10	25
Cpt Planet	8	16
Cpt Skyhawk	1	3
Crmn Sndgo	10	20
Crtn Wrkshp	12	28
Casino Kd	8	22
Casino Kd 2	22	44
Castelian	2	12
Cstl Dcpt	10	20
Cstl Drgn	2	6
Cstlquest	1	7
Cstlvnia	1	6
Cstlvnia 2	1	5
Cstlvnia 3	1	7
Cave Mn Gms	1	8
Chll Drgn	14	28
Chmp Bwlng	12	22
Chmp Pool*	16	30
Chessmstr	16	30
Chiller	6	15
Chips Chall*	16	30
Chbby Chrb	2	10
City Cnnctn	1	4
Clash Dmnhd	1	4
Classic Cncnt	14	32
Cliffhngr*	16	30
Clu Clu Lnd	1	6
Cbra Cmnd	1	5
Cbra Trngl	1	4
Code Nm Vipr	1	4
Color Dino	16	30
Cmmndo	1	4
Conan	3	15
Conflict	12	26
Cnq Xtl Plce	2	6
Contra	2	8
Cntra Frce	14	28
Cool Wrld	16	30
Corvtte ZR1*	16	30
Cowby Kd	10	20
Crsh Dmms	16	30
Crsh/Bys-Ice	16	30
Crsh/Bys-Strt	8	25
Crazylnd*	16	30
Creatom	16	30
Crystl Mins	14	30
Crystlis	4	12
Cybrbll	3	22
Cybrnoid	1	3
Dance Aerbcs	4	10
Drkmn	3	10
Drkwng Dck	10	26
Dsh Glxy	1	4
Dys Of Thndr	4	12
Ddly Twrs	1	3
Death Race	4	16
Deathbts	4	15
Def Of Crwn	1	6
Def Of Dyn City	2	26
Defendr 2	4	12
Deja Vu	2	10
Demon Swrd	1	12
Dnns/Mnce*	16	30
Dsrt Cmnd	4	12
Dest Erth Str	1	4
Dstny Of Emp	10	20
Dick Tracy	1	5
Die Hard	6	22
Dig Dug II	4	15
Diggr T Rck	8	18
Dirty Harry	2	7
Disny Adv	4	12
Dizzy	10	25
Dnky Kng	4	15
Dnky Kng Jr	2	10
Dnky Kng 3	4	10
Dnky Kng Cl	6	16
Dnky Kng Mth	6	18
Dbl Dare	6	15
Dbl Drag	3	6
Dbl Drag 2	2	7

	We Pay You	We Sell Used
Dbl Drag 3	$6	$15
Dbl Dribble	4	10
Dbl Strike	6	18
Dr Chaos	1	4
Dr Jkyll/Hyd	1	4
Dr Mario	10	20
Dracula*	16	30
Drgn Fghtr	10	20
Drgn Pwr	1	4
Drgn Spirit	1	4
Drgn Warr	1	4
Drgn Warr 2	10	25
Drgn Warr 3	18	40
Drgn Warr 4	26	48
Drgns Lair	8	16
Drgnstrik	12	25
Dream Team	16	30
Duck Tales	5	12
Duck Tales 2	16	30
Duds W/Tuds	2	10
Dngeon Mgc	2	7
Dsty Dmnd	10	26
Dyno Warz	1	5
Elevatr Actn	1	5
Elim Bt Duel	10	25
Emp Strks Bk	12	28
Evrt/Lndl Ten	3	10
Excitebike	1	4
Exodus	8	20
F 1 Hero	16	30
F 117 Stlth Ftr	16	30
F 15 City Wrs	8	18
F 15 Strk Egl	10	28
Fmly Feud	16	32
Fntsy Zone	3	12
Faria	16	35
Faxanadu	2	6
Felix Cat	10	30
Ferrari GP	8	20
Fstr's Quest	1	5
Fght Golf LT	3	15
Fght Sim*	16	30
Fnl Fntsy	5	15
Fire Hwks	4	15
Fire Hs Rsc	18	35
Fire N Ice	16	32
Fist Of N Str	1	7
Flash	16	30
Flght Intrdr	10	20
Flintstns	12	26
Flintstns 2*	16	30
Flying Drgn	1	4
Flyng Warrs	3	13
Formula 1	12	25
Franknstn	8	16
Freedom Frce	1	7
Friday 13th	1	3
Fun House	4	12
Galctc Crsdr	10	22
Galaga	16	36
Galaxy 5000	8	16
Gargyls Qst 2	3	22
Gauntlet	1	4
Gauntlet 2	1	7
Gemfire	12	25
Gnghs Khn	12	26
George Frmn	3	22
Ghost Bstrs	2	6
Ghost Bstrs 2	3	7
Ghost Lion	10	22
Ghsts/Gblns	1	4
Ghoul School	3	18
GI Joe	4	16
GI Joe Atl	8	18
Gilligns Isle	4	15
Goal	1	5
Goal 2	16	35
Gdzilla	2	7
Gdzilla 2	10	28
Gd Mdl Chl 92	4	24
Golf	2	5
Golf Grndslm	22	38
Golf Pbbl Bch	2	10
Golf Pwr	14	28
Golgo 13	1	3
Goonies 2	1	3
Gotcha	1	4
Gradius	1	4
Grnd Prix	16	30
Grt Wldo Sch	16	35
Grmlins 2	2	7
Guardn Lgnd	1	4
Guerilla War	1	6
Gum Shoe	1	5

	We Pay You	We Sell Used
Gun Nac	$2	$18
Gunsmoke	1	7
Gyruss	1	7
Hmmrn Hrry*	16	30
Hrlm Glbtrs	5	12
Hatris	20	38
Hvy Barrel	1	6
Hvy Shrddn	1	4
Heros Of Lnc	2	8
High Speed	16	34
Hillsfar	16	34
Hit The Ice*	16	30
Hogans Alley	1	6
Hollywd Sqrs	2	10
Home Alone	12	22
Home Alone 2	10	22
Hook	8	22
Hoops	1	5
Hudsn Hwk	1	12
Hunt Red Oct	5	10
Hydlide	1	3
I Can Rmbr	10	22
Ice Climber	1	5
Ice Hockey	1	4
Ikari War	1	3
Ikari War 2	1	4
Ikari War 3	3	7
Image Fght	1	4
Immortl	8	16
Imp Missn 2	1	10
Ind Jns Doom	1	4
Ind Jns Lst Cr	8	19
Indy Heat	14	30
Infiltrator	1	4
Iron Sword	1	3
Iron Tnk	1	5
Isolatd Warr	4	12
Jack Bean*	16	30
Jk Nkls Golf	3	15
Jackal	1	4
Jckie Chan KF	1	10
Jms Bnd Jr	8	30
Jaws	1	5
Jeoprdy	4	15
Jeoprdy Jr	8	18
Jeoprdy 25th	8	18
Jet Bike Sim*	16	30
Jetsons	18	35
Jmmy Cnnrs*	16	30
Joe/Mac	8	25
John E Qbck	1	4
John Mad 93*	16	30
Jrdn vs Brd	1	6
Joshua	16	30
Jrny Silius	1	6
Joust	4	8
Jrssic Prk	16	30
Karate Chmp	1	4
Karate Kid	1	4
Karnov	1	3
Kickl Cubcl	10	22
Kickmstr	8	16
Kid Icarus	2	8
Kid Klown	18	34
Kid Kool	3	10
Kid Niki	1	5
Kings Knight	1	5
Kngs Of Beach	1	4
Kings Qst 5	14	30
Kirbys Adv	14	35
Kiwi Kraze	8	16
Klash Ball	1	13
Klax	10	28
Knght Ridr	1	6
Krzy Krtrs	10	20
Krion Conqst	5	12
Krustys FH	4	22
Kung Fu	1	2
Kung Fu 2	16	30
Kng Fu Hroes	1	4
L'empereur	22	40
Laser Invsn	2	7
Lst Ninja	2	12
Lst Strfghtr	2	8
Legacy Wiz	1	3
Lgnd Of Kage	1	4
Lgndary Wng	1	4
Lgnds Dmnd	12	22
Lmmngs	3	22
Lthl Weapn 3	16	30
Life Force	1	4
Linus Spchd	10	30
Litl Lg Bsbl	3	10
Ltl Mrmaid	12	25

	We Pay You	We Sell Used
Litl Nnja Bros	$10	$22
Ltl Nmo Dr Mstr	3	12
Litl Samson	14	30
Lode Runner	1	6
Lone Ranger	8	16
Loopz	12	22
Lst In Vgas	16	30
Lw G Man	1	5
Lnr Pool	6	16
Mach Ridr	1	3
Mad Max	1	4
Mafat Cnsprcy	1	4
Mg Jhnsn Bskb	1	5
Mg Sherezde	1	6
Magic Drts	10	24
Magician	8	18
Magmax	1	3
Major Lg Bsbl	1	3
Maniac Mansn	3	12
Marble Madns	3	8
Mario Brothers	4	8
Mario Missing	16	36
Mario's Time*	16	30
Marvls X-Mn	10	22
Master Chu	4	12
Mc Kids	10	25
Mech Attack	2	8
Mega Man 1	8	16
Mega Man 2	3	12
Mega Man 3	2	13
Mega Man 4	8	22
Mega Man 5	14	35
Mega Man 6*	16	30
Mendl Palace	1	7
Mrmd Atlntis	22	30
Metl Fighter	8	20
Metl Gear	1	2
Metl Man*	16	30
Metl Mech	3	10
Metl Strm	4	12
Metroid	1	4
Mchl Andrtti	3	13
Mcky Mouse	4	10
Mky's Safari	18	35
MkyAdvNrld*	16	30
Mcro Mchns	14	32
Mig 29	4	16
Mght/Magic	28	54
Mght Bmb Jck	1	5
Mght Finl Fgt	14	30
Millipde	14	30
Milons Sec Cstle	1	6
Mssion Cbra	10	22
Mssion Imp	1	3
Monoply	18	40
Mnst Trk Rly	16	30
Mnstr Prty	1	5
Mnstr/Pckt	8	20
Motr City Ptrl	14	32
Mr Gimmick*	16	30
Ms Pac-Mn	28	60
MULE	2	13
Muppet Adv	4	13
Muscle	1	3
Mutant Virus	1	15
Mystery Quest	1	5
NARC	1	7
Nascar Chall	10	22
Natl Ftbl Lg	2	7
NES Open	12	32
Nghtmr Elm	2	7
Ngl Mnsl Rc*	16	30
Nightshade	1	15
Ninja Crsdrs	3	12
Ninja Gaidn	2	5
Ninja Gaidn 2	1	6
Ninja Gaidn 3	8	19
Ninja Kid	1	5
Nobn Ambtn	8	20
Nobn Ambtn 2	24	45
North/South	10	25
Nosferatu*	16	30
Operatn Wlf	1	3
Orb 3D	1	4
Othello	4	13
Over Hrizn*	16	30
Overlord	12	22
Pac-Man	14	30
Pac-Mania	24	42
Palamedes	8	20
Panic Rstrnt	14	30
Paperboy	5	12
Paperboy 2	14	28
Perfect Fit	8	16

	We Pay You	We Sell Used
Petr Pan Pirts	$5	$12
Phantm Fighter	2	6
Pictionary	8	16
Pinball	3	10
Pinball Quest	10	19
Pinbot	8	18
Pipe Dream	10	20
Pirates	14	28
Platoon	1	3
Play Act Ftbl	1	4
Pool Radnce	14	30
Popeye	2	8
POW	1	5
Pwr Punch 2	4	22
Pwrblade	2	7
Pwrblde 2	16	30
Predatr	1	5
Prnce Prsia	10	25
Princs Tomto	6	18
ProAm Racng	3	7
ProAm Ra c 2	14	35
Pr Sprt Hky*	16	30
Pro Wrstlng	1	4
Punch Out	1	6
Punishr	2	10
Puzzle	8	20
Pyrmds Of Ra	16	30
Q Bert	6	15
Qix	24	40
Quattro Adv	10	24
Quattro Arcd	12	28
Quattro Sports	6	20
Race Amrca	12	30
Racket Attk	1	3
Rad Gravity	1	5
Rad Racer	1	6
Rad Racer 2	4	12
Rad Racket	14	30
Raid 2020	1	8
Raid Bnglg Bay	1	3
Rnbw Islnd	14	30
Rally Bike	4	15
Rambo	1	3
Rampage	2	7
Rampart	10	25
RBI Bseball	1	6
RBI Bsbl 2	6	16
RBI Bsbl 3	12	30
Remte Cntrl	1	4
Ren/Stmpy*	16	30
Renegade	1	3
Rscue Emb Mis	1	4
Rscu Rngrs	4	15
Rscu Rngrs 2*	16	30
Ring King	2	7
Rivr Cty Rnsm	2	7
Road Blastrs	2	10
Road Runnr	4	16
Robin Hood	3	15
Rbo Cop	2	7
Rbo Cop 2	4	15
Rbo Cop 3	10	25
Rbo Cop/Trm	16	30
Robo Demons	8	16
Robo Warriors	1	5
Rock N Ball	1	7
Rockt Rngr	1	4
Rcketeer	2	8
Rockin' Kats	10	22
Rky/Blwnkl	10	30
Rgr Clmns Bsb	4	16
Rger Rabbit	2	7
Rller Ball	10	22
Rller Games	2	6
Rllrbld Rcr	14	30
Rlling Thndr	1	5
Rmnc 3 Kngds	6	16
Rmc 3 Kgds 2	16	35
Roundbll	2	18
Run Saber	16	30
Rush N Attk	1	3
Rygar	1	3
SCAT	1	19
Secret Scout	10	26
Secret Storm	6	22
Section Z	1	3
Seicross	1	3
Sesm St 123	8	18
Ssme St ABC	8	18
Sm St ABC123	18	36
Sm St Ctdn	14	32
Shdw Nnja	3	10
Shdwgate	2	7
Shattrhnd	1	8

	We Pay You	We Sell Used
Shingn Ruler	$3	$12
Shinobi	1	7
Shock Wave	2	12
Shootng Rnge	3	13
Short Order	3	13
Side Pocket	16	32
Silent Assault	6	18
Silent Service	1	4
Silk Worm	2	10
Silvr Surfr	2	8
Smps-B v SM	4	10
Smps-B v W	6	13
Smps-B v RM	8	22
Skate Or Die 1	1	2
Skate Or Die 2	1	6
Ski Or Die	3	16
Sky Kid	1	5
Sky Shark	1	5
Slalom	1	3
Smash TV	3	8
Snake Rattle	3	10
Snaks Rvnge	1	4
Snoopy Sprts	5	16
Snow Bros	22	40
Snow White	16	30
Soccer	2	5
Solar Jetmn	1	4
Solitaire	16	30
Solomns Key	2	7
Solstice	1	5
Spce Mrine*	16	30
Space Shuttl	6	20
Spelunker	1	4
Spdrmn-Sin 6	10	25
Spritl Wrfre	10	25
Spot The Game	4	18
Spy Huntr	1	3
Spy vs Spy	1	5
Sqoon	1	7
Squashed*	16	30
Stadm Evnts	14	30
Stanley	8	25
Star Force	1	5
Star Ship Hctr	1	4
Star Soldier	1	4
Star Trk	10	25
Star Trk TNG	16	30
Star Tropics	2	8
Star Voyagr	1	3
Star Wars	8	18
Stealth	1	6
Stinger	1	3
Street Cops	4	15
Street Fghtr	4	10
Strider	1	3
Stunt Kids	16	30
Superman	2	10
Supr Cars	4	16
Spr Contra	2	7
Spr Ddge Ball	2	10
Spr Glve Ball	1	2
Spr Jprdy	12	22
Spr Mario	1	2
Spr Mario 2	4	13
Spr Mario 3	8	20
Spr Mr/Dk Ht	1	2
Spr Mr/Dk/Trk	1	2
Spr Off Rd	4	15
Spr Pitfall	3	7
Spr Spk Vlybl	1	7
Spr Spk/WCSc	1	10
Spr Sprint	2	10
Spr Spy Hntr	10	22
Spr Tm Games	3	8
Swmpthing	10	30
Swrdmstr	8	25
Swrds/Serps	2	8
Tboo 6th Sns	2	8
Tag Tm Wrest	1	3
Tagin Dagn	10	19
Talespin	12	22
Trgt Rengade	1	3
Tsk Frc Hrrier*	16	30
Tcmo Basebll	1	7
Tcmo Bowl	6	15
Tcmo Bowl 2	20	40
Tcmo Cup Sccr	14	30
Tc NBA Bsktbl	18	40
Tcmo Wrld Wrst	1	7
Tennis	1	5
Trmintr	12	28
Trmintr 2	4	15
Terra Cresta	1	7
Tetris	8	20

	We Pay You	We Sell Used
Tetris 2	$22	$30
Thoms Tank*	16	32
Three Stooges	2	10
Thndrbrds	2	8
Thndrcde	1	7
Thndr/Ltng	14	30
Tiger Heli	1	3
Time Lord	1	3
Times Of Lore	12	25
Tiny Toon	12	35
Tiny Toons 2	18	38
TMNT	3	7
TMNT 2	4	15
TMNT 3	14	30
TMNT-TrFtrs*	16	30
To The Earth	1	3
Toki	14	28
Tom/Jerry	14	30
Tombs/Trsrs	4	16
Toobin	10	20
Top Gun	2	5
Top Gun 2	3	9
Total Recall	2	5
Towr Radia	16	30
Town & C	1	2
Town & C 2	2	18
Toxc Crusdrs	3	22
Track/Field	1	4
Track/Field 2	1	4
Treasr Mstr	1	10
Trck Shootng	4	12
Trog	10	20
Trojan	1	3
Trolls	16	30
Trlls Crzylnd*	16	30
Twin Cobra	4	12
Twin Eagle	4	15
Ult 1 Exds	2	9
Ult 2 Qst	10	24
Ult 3 War	22	48
Ult Air Cmbt	10	30
Ult Bsktbl	2	13
Ultmt Jrny	18	39
Ultmt Soccr	10	25
Ultmt Stntmn	1	8
Unchrtd Wtrs	14	30
Uninvited	10	25
Untoucabls	3	13
Uphoria*	16	30
Urbn Chmpn	1	3
Vgas Drms	20	40
Vindicatrs	1	4
Volleyball	1	5
WackyRaces	12	30
Wall St Kid	1	6
Wally Bear	10	25
Wyne Grtsky	4	12
Wyns World*	16	30
Werewolf	2	6
Whl Fortune	8	18
Whl Frtn Fm	12	22
Whl Frtn Jr	12	22
Whl Frtn Vnn	14	32
Where's Wldo	4	15
Whmp'em	2	15
Widget	14	35
Wild Gunmn	1	6
Willow	2	7
Win Lose Drw	4	9
Wntr Games	1	4
Wizrdry	8	18
Wizrdry 2	18	40
Wizrds/War	1	4
Wizrds/War 3	4	15
Wolvrine	8	25
Wrld Chmp	2	18
Wrld Chmp Wr	3	10
Wrld Cl Trk	1	4
Wrld Cup Sccr	4	12
Wrld Games	2	7
Wrld Rnnr	1	3
Wrth Blk Mnt	1	3
Wrcking Crw	1	6
Wrstlmnia	1	4
WURM	1	13

	We Pay You	We Sell Used
WWF Chllng	$3	$10
WWFKngRng*	16	30
WWFSteel Cg	10	24
Xenophobe	1	3
Xevious	1	4
Xexyz	1	4
Yo Noid	1	10
Yoshi	12	25
Yshis Cookie	16	30
Young Indy	16	30
Zanac	1	3
Zelda	4	10
Zelda 2	4	10
Zn/Intrgl Nnj	16	30
Zombi Natn	4	20

ACCESSORIES

Cntrl Dk	**$20**	**$30**
Adv Joystick	3	12
Four Score	3	12
Light Gun	1	4
Satelite	3	8

***NEW RELEASES**
These may not yet be out by the manufacturer.

3DO

	We Pay You	We Sell Used
Real 3DO FZ1	**$400**	**$599**
3D Advnt	26	49
3D Footbl	26	49
7th Gst Prt 2*	26	49
ABS	26	49
Aces Ovr Eur*	26	49
Air Warrior*	26	49
Battlechess*	26	49
Blood Couriers*	26	49
Crsh/Brn*	12	29
Dead Hunt*	26	49
Dmxlitin Mn*	26	49
Drgn Tles*	26	49
Drgns Lair*	26	49
Escp Mstr Mn*	26	49
Fmly Feud	26	49
Humans*	26	49
Intllply Bsbl	26	49
Intllply Csno*	26	49
Intllply Ftbl	26	49
J Madden'94*	26	49
Jurassic Prk*	26	49
Lemmings*	26	49
Lwr Scre T K*	10	29
Md Dg McC	26	49
Mega Race*	26	49
Meiko*	26	49
Microcosm*	26	49
Night Trap	26	49
Out of Wrld*	26	49
Peter Pan*	26	49
PGA Tr Glf	26	49
Pool Shrk*	26	49
Putt-Putt Fn	10	29
Putt-Putt Moon*	10	49
Putt-PuttPrd	10	29
Red Baron*	26	49
Road Rash*	26	49
Shadowcaster*	26	49
Shlly D Brds	10	29
Shckave*	26	49
Spce Prtes*	26	49
Spce Shttl*	26	49
Str Trk Nxt G*	26	49
Stelae Fire*	26	49
Spr Wng Cm*	26	49
Ttl Eclpse*	26	49
Twstd*	26	49
Unvrsl S Orbtl*	26	49
Wrldbldrs Onc.*	26	49

***NEW RELEASES**
These may not yet be out by the manufacturer.

We Also Buy & Sell *Game Boy*, Neo•Geo, Game Gear and Sega CD Games and Accessories!

FUNCO, INC.
10120 W. 76th Street
Minneapolis, MN 55344

To Sell Us Games: Call us first for current prices. Due to a 3 month lead time to place this ad, our buy and sell prices may be different. We reserve the right to refuse any purchase or sale.

CALL TODAY!

Buy and Sell Prices May Be Subject to Change.

612•946•8883

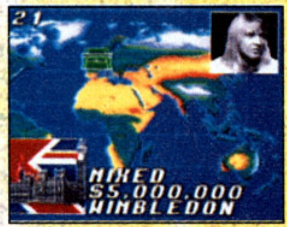
SHORT PROSHOTS

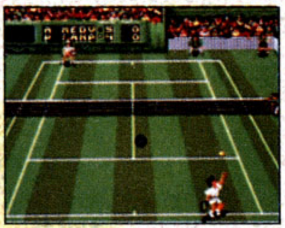
Quick Hits on the Newest Games!

Genesis

Tennis All-Stars

(Codemasters)





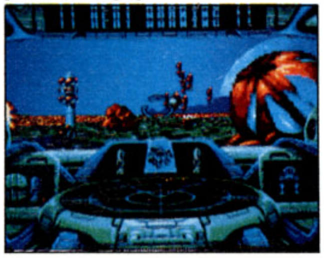
This new tennis game comes with a court full of options. Play with male and female players in singles and doubles competition on a variety of court surfaces. The action includes tactical moves for each player. A behind-the-player view helps make the action intense. You can play a one-player game against a seven-level computer opponent, a two-player regular match, or a four-player simultaneous game.

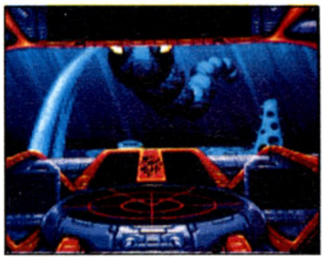
(Available April)

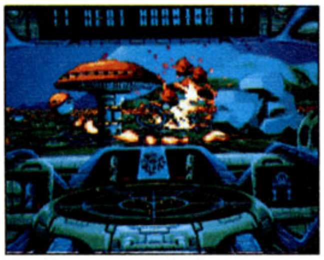
Sega CD

Battlecorps

(Core Design)





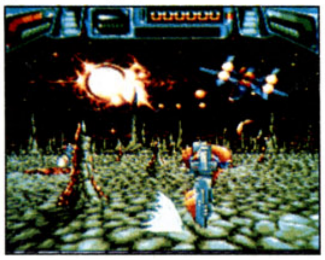


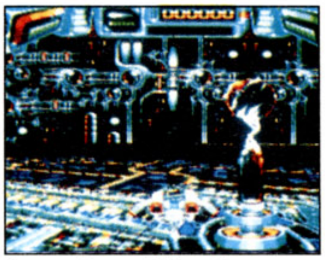
You'll stomp and shoot your way across 360-degree texture-mapped moons when you get behind the controls of the armored Bipedal Attack Machine. Play as one of three characters, each with unique strengths and weaknesses, and shoot with 12 different weapons as you tackle more than 30 game objectives and nine 3D bosses. Voice-over commentary provides spoken instruction throughout the game. This first-person shoot-em-up uses the same engine as the acclaimed AH-3 Thunderstrike.

(Available April)

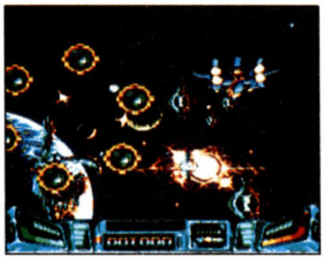
Soulstar

(Core Design)





You and your fellow Cryo-Commandos have a job to do – chase down and destroy the deadly Myrkoids. The hunt takes you from the trackless wastes of the Great Divide to the starfields of Maldrum Tau, and it is highlighted by a speed-of-light chase through the Hypergate. Soulstar offers simultaneous game play for two players, who can take on 40 missions using three different vehicles. The behind-the-vehicle perspective, 3D graphics, dramatic music, and continuous game play through three warp tunnels all help intensify the battle action.

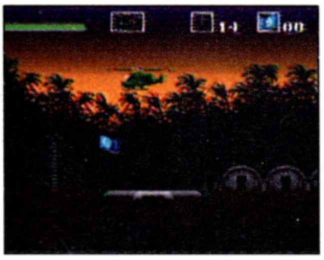


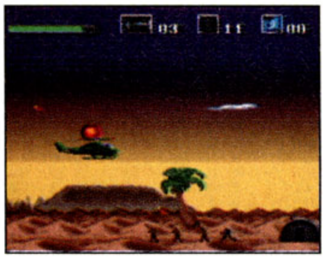
(Available May)

Super NES

Choplifter 3

(Absolute)



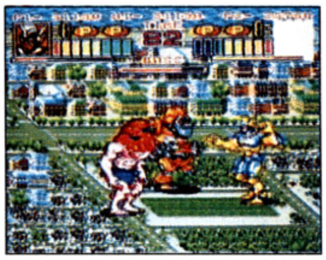


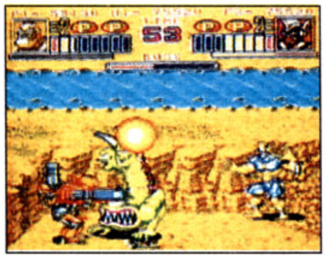
The Choplifter series continues with this four-meg action/adventure game. You fight through 16 levels of side-scrolling action as you fly from the jungles to the sea and to a city in search of hostages who were kidnapped by terrorists. Your craft is the world's most sophisticated rescue chopper, and your arsenal includes guns, flamethrowers, and napalm. End-level bosses punctuate the action. This one-player game supports the SNES Mouse.

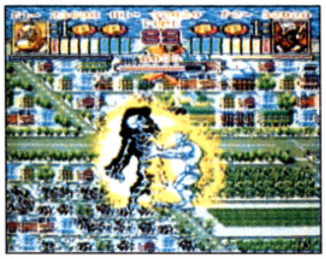
(Available March)

King of the Monsters 2

(Takara)



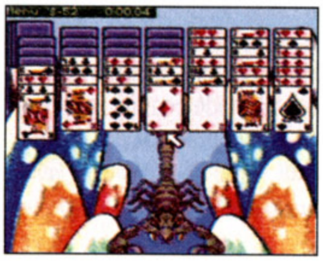
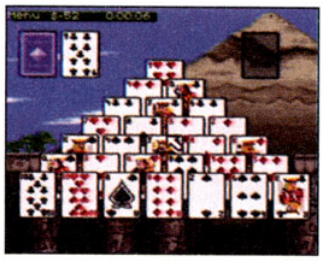
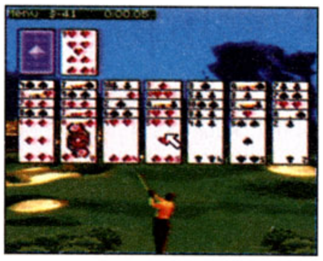




Who is the ultimate King of the Monsters? Super Geon, Atomic Guy, and Cyber Woo battle it out with the aliens in this 16-meg game, which is coming to both the SNES and Genesis (SNES screens are shown here). Among the special powers at your command are Flaming Breath, Aerial Spins, and Radioactive Blasts, plus other new Super-Attacks. The seven levels feature fast-moving arcade-style action and two-player competition, either head-to-head or both players versus the computer.

(Available September)

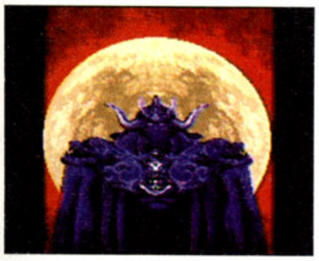
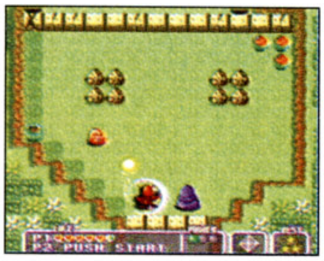
Super Solitaire
(Absolute)

Card sharks will want to sink their teeth into Super Solitaire. The 12 variations on traditional solitaire in this four-meg game include Klondike, Pyramid, Golf, and Poker, with themed backgrounds for each game. Helpful hint screens enable novices to master the games. Tournament and Championship modes offer races against the clock. This is a user-friendly card game: Control is via a point-and-click interface, and passwords enable players to continue later. This one-player game supports the SNES Mouse.

(Available January '94)

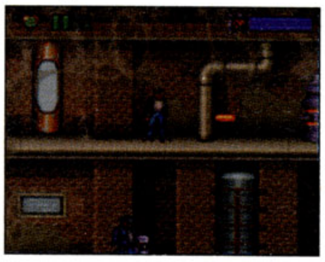
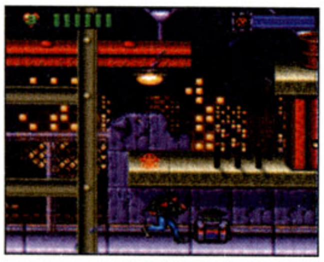
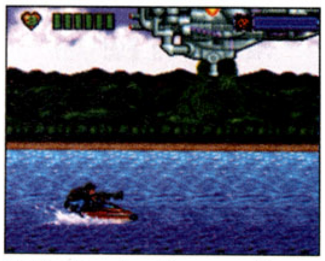
FireStriker
(DTMC)

Combining pinball play with action/adventure, FireStriker offers 14 levels of varied challenges. In this eight-meg, overhead-view game, Slader the FireStriker must search out and destroy the villain Wylde, who has veiled the world in darkness. Batting the Trialight across the playing field like an explosive pinball, you clear out obstacle-ridden areas with tennis-like smashes from your main character. With Hudson's Multitap, up to four players can join in the frenzied fun.

(Available March)

Time Trax
(T•HQ)

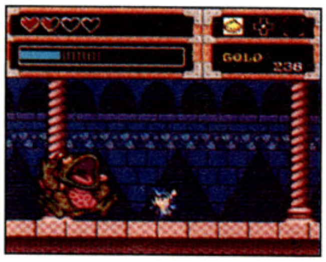
Darien Lambert is no ordinary police officer. He's come back to the present from the year 2193, bringing his futuristic skills and weapons with him. Based on the TV show with the same name, this one-player, eight-meg action/adventure cart features Time Stalling, a mind-control force that puts time in slow motion. You start in the 22nd century, then you follow your adversaries in a time machine when they escape to 20th-century Washington, D.C. In between the eight side-view, multi-scrolling levels, helpful advice comes from Selma, Lambert's holographic sidekick.

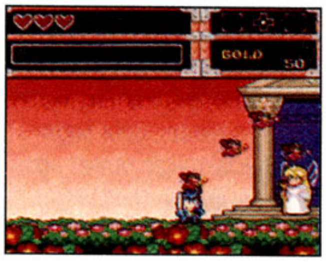
(Available March)

Duo

Dynastic Hero
(Hudson Soft)

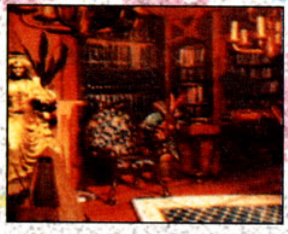
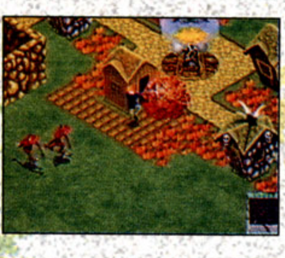
The land of Tarron has seen better days. The evil Drillkor Empire is deforesting the lush kingdom, and gentle Brenna, the benevolent Fairy Maiden who rules the peaceful people, has been captured. Only Dyna, the Dynastic Hero, can save the





3DO

The Horde
(Crystal Dynamics)

A host of Hollywood hot shots is heading to 3DO. The Horde, a fast-paced action/strategy game, boasts Kirk Cameron (of TV's *Growing Pains*) as the star of its many full-motion video sequences, which are being produced by Emmy-winner MacKenzie Waggaman. The Horde is set in a medieval fantasy world where Chauncey (Cameron) must protect his village from an army of razor-fanged attackers. The nine species of voracious hordlings will eat anything, including villagers, cows, and houses! Plenty of polygon graphics, 3D texture mapping, lifelike animation, and digitized character voices will enhance the magic and the humor of the story.

(Available March)

day and defeat the five reptilian bosses in this side-view, multi-scrolling action/adventure game. Among Dyna's friends are the Insektors, cute bugs with special magic power ups.

(Available March)

Godzilla

(Hudson Soft)

BATTRA
MEGALON

ANGUIRUS
HEDORAH

Godzilla, the original mean green fighting machine, is stomping over to the Super CD. In Godzilla, two players choose from among 14 classic monsters, each with its own special weapon and abilities. You compete in side-view, multi-scrolling fighting action. The fights take place in realistic settings all around the world.

(Available Second Quarter '94)

Game Gear

C.J. – Elephant Fugitive

(Codemasters)

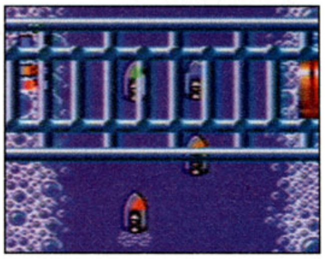
Travel through six zones of run-n-gun fun with the bravest little elephant ever in this arcade-style platform game targeted for younger players. Firing peanuts from his trunk, C.J. the kidnapped elephant runs, leaps, and shoots his way from a zoo and on through London, Paris, the Alps, Rome, and Cairo, finally reuniting with his herd in Africa. In addition to this one-player game, the cart includes a two-player "trunk-to-trunk" race game.

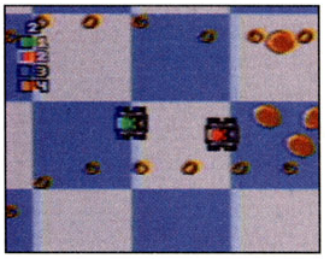
(Available Now)

Micro Machines

(Codemasters)

Micro Machines
SELECT GAME
Challenge
Two players on one Game Gear





This unique racing game was a hit in England. Instead of racing standard cars on the usual courses, gamers maneuver tiny vehicles on 27 tracks, such as breakfast tables, pool tables, and bathroom floors. Among the vehicles are miniature Tanks, Power Boats, and Helicopters. The overhead view provides a good look at the brightly colored, obstacle-ridden tracks. A special mode enables two players to compete against each other with just one Game Gear.

(Available First Quarter '94)

Shipping in March

Genesis

Arcus Odyssey (Renovation)
Columns III (Vic Tokai)
The Incredible Hulk (U.S. Gold)
NBA Action '94 (Sega)
NBA Jam (Arena)
Rocko's Modern Life: Spunky's Dangerous Day (Viacom)
Shanghai II: Dragon's Eye (Activision)
Skitchin' (Electronic Arts)
Socks the Cat (Kaneko)
Sonic the Hedgehog 3 (Sega)
Star Trek: The Next Generation (Sega)
Sub-Terrania (Sega)
Sylvester & Tweety (Tecmagik)

Sega CD

Brutal (Gametek)
Hammer vs. Evil D in Soul Fire (Sega)
TomCat Alley (Sega)

Super NES

Champions World Class Soccer (Acclaim)
Choplifter 3 (Absolute)
FireStriker (DTMC)
F1-ROC II (Seta)
NBA Jam (Acclaim)
Runes of Virtue (FCI)
SOS (Vic Tokai)
Time Trax (T•HQ)
X-Caliber 2097 (Activision)

3DO

The Horde (Crystal Dynamics)
Sewer Shark (Virgin)

Neo•Geo

Super Sidekicks II: The World Championship (SNK)

Duo

Dynastic Hero (Hudson Soft)

Game Gear

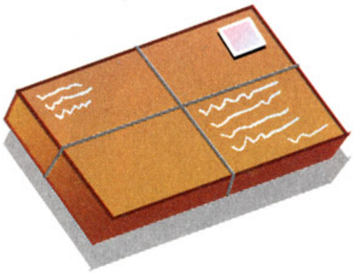
Caesars Palace (Virgin)
GP Rider (Sega)
NBA Action '94 (Sega)
NBA Jam (Arena)
Poker Face Paul's Black Jack (Sega)
Poker Face Paul's Poker (Sega)
Scratch Golf (Vic Tokai)
Spider-Man/X-Men: Arcade's Revenge (Arena)

Game Boy

Prehistorik Man (Titus)

Arcade

Dungeons & Dragons: Tower of Doom (Capcom)



NO PAIN, NO GAME

SUBSCRIBE TO GAMEPRO!

GENESIS • SNES • NES • DUO • CDs • NEO•GEO • GAME BOY • GAME GEAR • LYNX
GAMEPRO
#1 VIDEO GAME MAGAZINE
MORTAL KOMBAT!
FREE Special Section! STREET FIGHTER II TURBO!!
ProReviews
SNEAK PREVIEWS
SLAM MASTERS!
GENESIS • SNES • NES • DUO • CDs • NEO•GEO • GAME BOY • GAME GEAR • LYNX
GAMEPRO
#1 VIDEO GAME MAGAZINE
Exclusive Review! Street Fighter II Turbo!
The toughest SNES fighting game just got tougher! Plus: SF II Special Champion Edition for the Genesis, Pg. 26
FREE Special Section! STAR FOX! Be a Space Ace! Beat the Secret Dimension!
ProReviews
FLASHBACK! Map, Tips, and Tactics!
NEW! Arcade Machines for Hot Summer Fun! Pg. 20

12 issues only
$19.97
66% off the cover price!

For all the latest HITS, KICKS, PUNCHES, and FLIPS from the #1 source for Video Gaming Action!

SIGN ME UP!

☑ **YES!** **Enter my one-year subscription to GamePro (12 action-packed issues) at the incredibly low price of $19.97. I save over $39.00 (66%) off the cover price!**

Name

Address

City State Zip

☐ *Bill Me* ☐ *Payment Enclosed*

GamePro, PO Box 55527, Boulder, CO 80322-5527

Send Foreign and Canadian orders prepaid, in U.S. funds, with $20/year additional postage. Annual newsstand rate: $59.40. Please allow 6-8 weeks for delivery of your first issue.

543G9

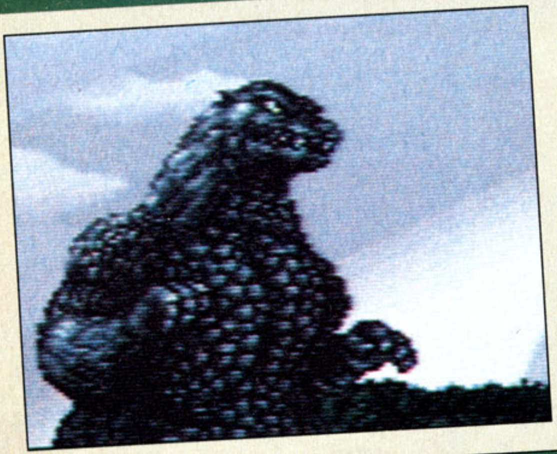
OVERSEAS PROSPECTS

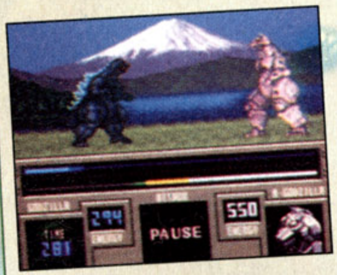
An International View on Video Games

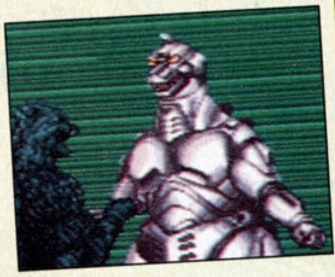
By the Trackman in Japan

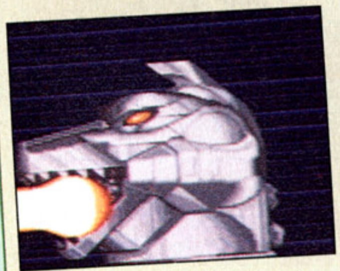
The New Year in Japan ushered in a pack of new games. Here's a look at a few promising Super Famicom carts due out in Japan in the beginning of 1994.

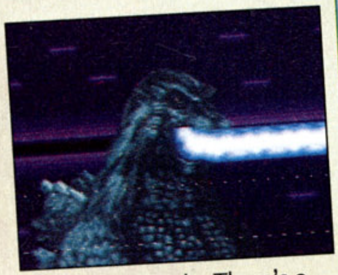
Super Godzilla (By Toho)









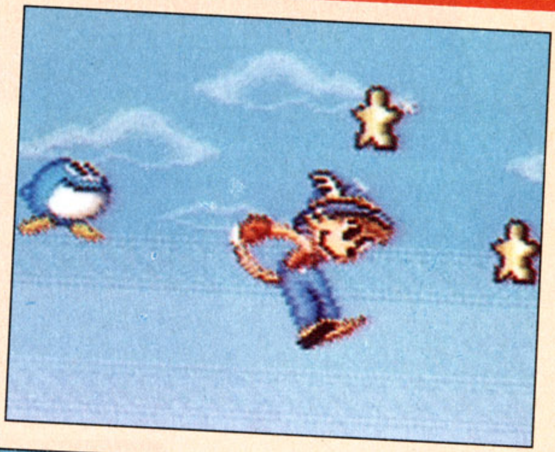


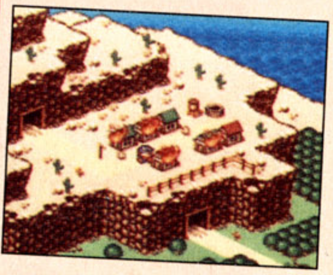
A one-on-one fighting game starring Godzilla and his many huge enemies? Wrong!

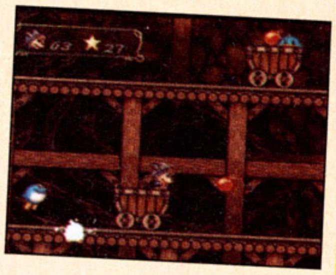
The Japanese love Godzilla as much as as they love their strategy/simulation games. In this one, you roam the Japanese countryside in search of helpful items and monster-seeking information. You can find Godzilla or other famous movie monsters and take him on in Battle mode. There's a little city trampling and arcade-style fighting action, but mostly you mobilize various military forces with a familiar point-and-click interface.

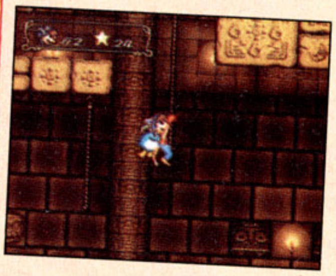
Timed to take advantage of the release of the movie *Godzilla vs. Mecha-Godzilla*, Toho hopes Super Godzilla proves their games are as fun and exciting as their movies.

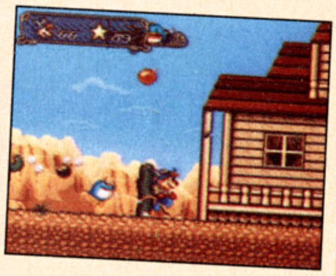
Ardy Lightfoot (By Ascii)

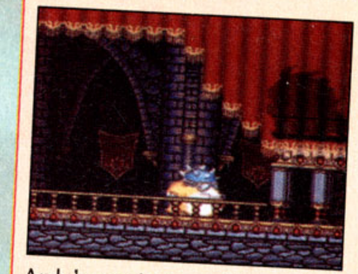


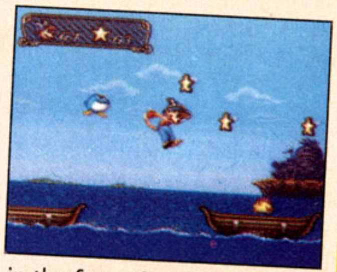








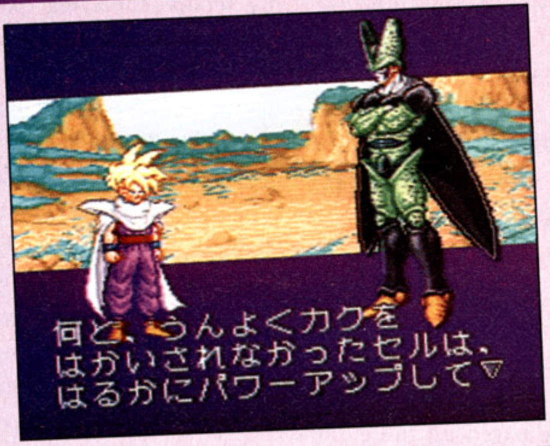


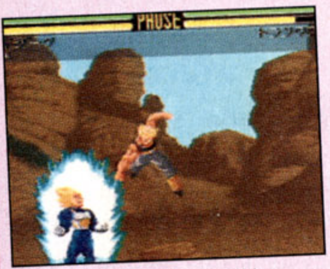


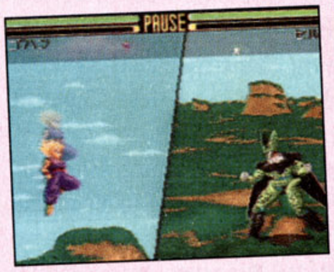
Ardy's not just another side-scrolling action game, it's a serious attempt by Ascii to create a signature character to rival Mario and Sonic.

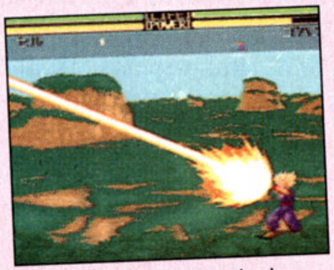
They just might succeed, too, as Ardy has a lot going for him, including smooth moves and super cuteness (although his constant smiling in the face of extreme peril might unnerve some). Reportedly there are 17 stages based around imaginative traps and obstacles. Ardy has all kinds of special attack moves, but this is really a fun, mind-bending game that pushes your puzzle-solving abilities to the limit. Ardy could be a sleeper mega-hit.

Dragon Ball Z Cho-buto-den 2 (By Bandai)


何と、うんよくカクを
はかいされなかったセルは、
はるかにパワーアップして▽



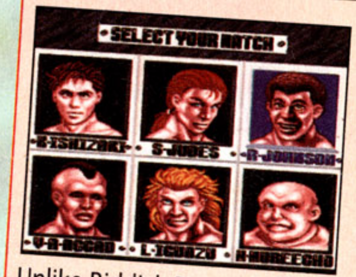


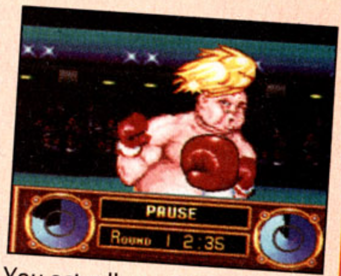


Most Japanese players, like most Americans, can't seem to get enough fighting games... and so we have DBZ2. Based on the animated series and an earlier fighting game, there's very little new here.

In this one-on-one fighting format, combatants balance life and power meters to beat the other guy. The cart features the now-familiar Dragon Ball Z dual screen display for aerial attacks. Fighters can ward off special attacks by counter-attacking with their own killer techniques. Fans of Dragon Ball Z and other fighting gamers shouldn't be disappointed.

Katsuya Onizuka Super Virtual Boxing (By Sofel)

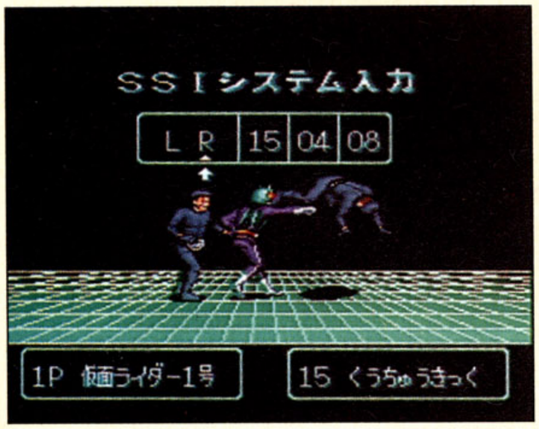


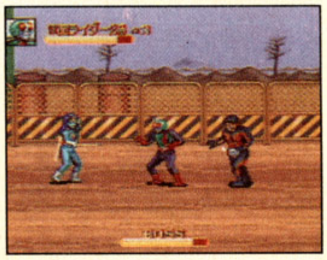


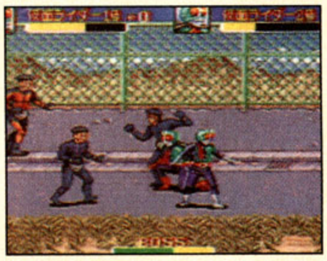
Unlike Riddick Bowe and Evander Holyfield, Japan's boxing hero Katsuya "Spanky" Onizuka actually held on to his world bantamweight title prior to the release of the game bearing his name.

However, the main thing that separates this boxing game contender from some of the pretenders is the first-person fighting perspective. You actually step into the ring, where you see your gloves and your opponents up-close and ugly. It takes time to develop a feel for the fighting, but before long you're crossing, jabbing, and uppercutting your way to victory. If you don't, you get a good look at the arena ceiling when you're laid out on the mat!

Kamen Rider (By Bandai)







Here's another Bandai cart based on a famous Japanese TV show. The Kamen Riders are hard-fighting superheroes. In this fast-paced side-scrolling action/fighting game, the vile adversaries also come from the Rider episodes.

The game's two-player mode is the best, since it takes two fighters to beat down the opposition. Those who tough it out to the end get to take on an original evil character drawn by Rider creator Shotaro Ishimori just for this game. Trust me, in Japan, that's super cool!

There probably aren't enough Rider fans in the U.S. to ever convince Bandai to send this rough-and-tumble action cart over, and that would be too bad. Banzai!

PRONEWS

Major Stores Pull Night Trap

Two weeks before Christmas, **Toys "R" Us**, the nation's largest chain of toy stores, pulled **Night Trap** from its shelves. The controversial Sega CD title is rated MA-17 by Sega for its violence. A few days later, **Kay-Bee**, America's second-largest toy chain, also stopped selling the game. The game depicts a women being pursued and choked by a group of hooded men, and includes live, video-taped footage.

Toys "R" Us removed Night Trap from its shelves after receiving numerous complaints. Carol Fuller, spokesperson for the chain, said that the complaints seemed to be part of an orchestrated telephone campaign, but she had no further details. Sega offered no comment on the action. Both Toys "R" Us and Kay-Bee will continue to sell Mortal Kombat.

17:23 YELLOW
SCAT Team Override

Night Trap gets the hook.

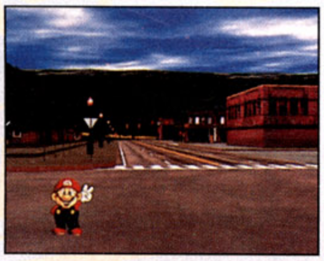
New Genesis/CD System from Sega

Sega continues to redesign its existing video game systems into new products. The company will be showing its **Sega Genesis CDX Multimedia CD-ROM Entertainment System** at Winter CES in Las Vegas. The entire library of Genesis cartridges and Sega CD games can be played on the compact system. Audio CDs can also be played on the lightweight unit, which weighs two pounds and is small enough to be carried as a portable audio CD player. The CDX ($399.95) will be available in March.

Now you can play Genesis and Sega CD games on one unit.

Reality Check

Disspelling doubts that **Project Reality** would ever become a reality, **Nintendo** is forging ahead with development of its 64-bit game machine. The unit, which is expected to arrive in 1995, will use chip technology supplied by three major Japanese electronics firms – NEC, Toshiba, and Sharp. More than 8 million new RISC (reduced instruction set computing) processors are being shipped to Nintendo as it works on what it considers to be the "next generation" video game system.



Yet One More 32-Bit System

NEC Home Electronics is joining the race to produce a successful 32-bit video game system. The company plans to have its own 32-bit game machine on the market by the end of 1994. The system will offer a CD-ROM drive and an advanced color motion picture board. According to NEC, the machine will be as powerful as Sega's still-unreleased 64-bit unit, and it will cost approximately $250.

Mega Cartoon

Mega Man is coming to TV. **Capcom** announced in late December that it will be financing and producing a cartoon series starring its popular video game character, Mega Man. The still-untitled show will most likely be based on the game Mega Man X and will feature most of the characters found in that SNES title. Capcom couldn't say if Dr. Wily would make an appearance. With the first show targeted to air in Fall '94, Capcom has lined up **Ruby-Spears,** a top animation company, to head production. Ruby-Spears is the award-winning company responsible for many animated shows in the last 15 years, including *Alvin and the Chipmunks, Mr. T,* and *RoboForce.*

"HEAD" IS EQUIPPED WITH:

Broad-range Eye Camera

Ultra-sensitive Voice Recognition System

Voice Generation System made by HAYATOM Inc.

"CHEST" IS EQUIPPED WITH:

Accumulative Energy Generator

Capcom's captivating character now has a cartoon.

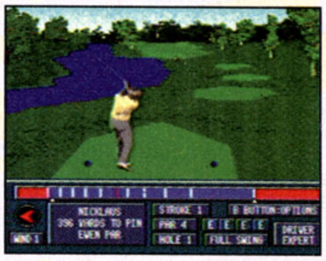
Sega Channel Adds Subscribers

Three more cable companies have signed on with the **Sega Channel,** raising the number of U.S. subscribers to more than 20 million. The addition of MetroVision in Atlanta, Georgia, National Cable Television Cooperative in Lenexa, Kansas, and Sammons Communications in Dallas, Texas, added 4 million new subscribers to the interactive video game TV channel.

The Sega Channel, which is set to launch this summer, is the cable industry's first interactive service, supplying Genesis games on demand 24 hours a day, previews of upcoming titles, tips, news, contests, and promotions. "The Sega Channel concept has been enthusiastically received," says Stanley B. Thomas, president and CEO of Sega Channel. "We're delighted to have attracted such outstanding partners for our launch plans. Their early commitment is a testimony to future success."

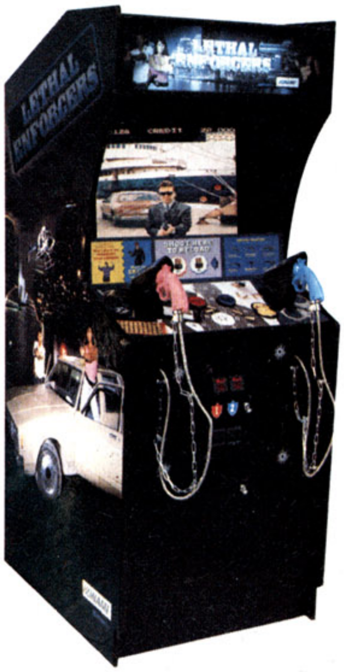
Accolade Signs On with 3DO

Accolade, a leading worldwide publisher of entertainment software, recently announced that it will be bringing several of its top sports titles to the new **3DO Interactive Multiplayer** system. Although it won't release any game titles yet, Accolade says it will definitely have golf, hockey, and football games for 3DO available by the end of this year.



Is Jack Nicklaus' Power Challenge Golf for the Genesis heading to 3DO? Possibly.

"Sports games lend themselves to the 3DO technology," said Mike Mathisen, vice president of product development for Accolade. "It is important to Accolade that we maximize the realism and take full advantage of our sports personalities," he added, "and the 3DO technology will contribute greatly to our ability to accomplish this." Megan Humpal of Accolade further notes that "if the system takes off as we hope, Accolade could conceivably bring some of


LETHAL ENFORCERS
KONAMI

ARCADE ACTION HITS HOME ON SUPER NES.®

KONAMI
LETHAL ENFORCERS
LICENSED BY
Nintendo
ARMED & DANGEROUS
Not appropriate for minors.
Recommended for Mature Audiences.
SUPER NINTENDO
ENTERTAINMENT SYSTEM

1P 000242
CREDIT 08
PRESS START

1P 000000
CREDIT 06
PRESS START

You made your mark in the arcades. Now the lethal action is available on your Super NES,® with intense graphics and sound. It also hits big on Sega CD™ and Sega™ Genesis.™ So be on the lookout for Lethal Enforcers™ in your neighborhood.

1P 000000
CREDIT 08
PRESS START

For one or two top cops.

(2nd player can use controller or mail in for another game gun. See special offer inside package for details.)

1P 000022
CREDIT
PRESS START

KONAMI®

Lethal Enforcers™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd. © 1993 Konami (America) Inc. All Rights Reserved. Sega CD™ and Sega™ Genesis™ are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Nintendo, Super Nintendo Entertainment System, Super NES® and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

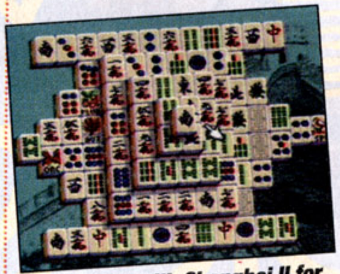
its other popular titles, including **Bubsy**, to 3DO."

3DO Sales Slow, Stock Suffers

Because of slow sales of the $699 3DO system, stock in the **3DO Company** has plummeted from over $37 per share in November to around $23 per share in late December. The company remains optimistic, however, and claims that more than 100 additional software companies have signed licensing agreements since the first system, made by Panasonic, hit the shelves in October. More than 500 software companies have now signed on to provide software for 3DO.

Gateway System Gets Shanghaied

Nintendo's Gateway System, the interactive entertainment, shopping, and information service that's found on select airlines, has begun including games from third-party developers. Among the first third-party titles is Activision's **Shanghai II: Dragon's Eye** for the SNES. Ten Nintendo games are already included in the Gateway System and are playable on approximately 20 Northwest, Virgin, and China Air flights. Included in the ten are **Super Mario World, Street Fighter II,** and **Legend of Zelda**. Shanghai II was chosen for its puzzle-solving aspects in hopes that it would be more attractive to adult players.



Go airborne with Shanghai II for the SNES.

Atlanta Chosen as Site for New Trade Show

Atlanta, Georgia, will be the site of the initial "**Electronic Entertainment Expo**," the first international trade show dedicated exclusively to entertainment software titles, programming, and licensed properties. Scheduled for April 7–9, 1995, the event will be produced and promoted jointly by **Infotainment World** and **Knowledge Industry Publications**. Infotainment World is the company that publishes *GamePro, SWATPro,* and *Electronic Entertainment* magazines, among other projects. Knowledge Industry Publications produces leading conferences and annual trade shows such as Smart Media International and IMAGE WORLD.

Representatives from all the major retailers and over 30,000 top-level buyers of interactive software are expected to attend the show. More than 300 exhibitors will be present to display their products. With the thousands of titles debuting in 1994 for an ever-expanding list of game systems, Patrick Ferrell, president of Infotainment World, feels the time is right for a new trade show. "The content side of the home electronic entertainment industry is exploding, requiring a dedicated trade-buying event at the right time of the year for both retail buyers and vendors," he claims. Adds Eliot Minsker, chairman and CEO of Knowledge Industry Publications, "Retailers have pointed to the need for an interpretive event that will help them make smarter buying decisions by interacting with a wide range of publishers, vendors, industry influentials, and opinion leaders in a focused show setting."

At the Deadline

The big N will be showcasing hot new SNES titles at Winter CES in Las Vegas. Three of the most eagerly awaited are **Stunt Race FX, Super Metroid,** and **Ken Griffey Jr. Presents: Major League Baseball**. **Nintendo** will also be updating the media on its new technological products, including the 64-bit **Project Reality** and the aerobics/video game machine known as **Life Fitness**.

T•HQ, makers of **Home Alone 2** and **Wayne's World** for the various Nintendo and Sega systems, continues to find popular properties for its games. Coming later this year will be **Akira,** based on the hot Japanese animated movie; **The Mask,** taken from the current comic book; and **seaQuest,** spun off from the TV show produced by Steven Spielberg. Previews of these three games will be shown at the Winter Consumer Electronics Show.

AKIRA
seaQuest
DSV

Coming soon from T•HQ.

Another hot rumor is the possibility that **American Sammy** will bring its great Neo•Geo shooter, **Viewpoint,** to both the SNES and Genesis. If current negotiations go well, a July or August release of a 16-meg translation is likely.

Spectrum + MicroProse = MicroProse Inc.

MicroProse Inc. is the new combined company that has resulted from the December merger of Spectrum HoloByte (makers of Soldiers of Fortune for the SNES) and MicroProse (Super Strike Eagle for the SNES). The new MicroProse Inc. will develop, license, publish, and market interactive entertainment software primarily for use on Nintendo's and Sega's video game systems, as well as for IBM-compatible personal computers.

MicroProse's Super Strike Eagle for the SNES.

Virgin, best known as the publishers of Aladdin and Super Slap Shot for the SNES, has formed a new company that'll focus exclusively on CD-ROM entertainment. As its first objective, **Virgin Sound & Vision** will publish non-game interactive software and interactive music products for kids and adults.

00
04:47
00
PERIOD 1

Virgin's Super Slap Shot for the SNES.

Jumping into the 16-bit arena is **Playmates,** the company best known for making Teenage Mutant Ninja Turtles action figures. The first offerings from the company will be **Star Trek: Deep Space 9** (based on the popular TV show), and

S.W.A.T.PRO

From the PASSWORD to the LAST WORD!

Subscribe today and save 50% off the cover price.

Get SWATPRO, the magazine dedicated to strategies, tips, tactics, and passwords, delivered to your door and pay half the cover price. A winning strategy!

Don't miss a single issue!

GENESIS · SEGA CD · SUPER NES · NES · GAME BOY · GAME GEAR
S.W.A.T.PRO
BUBSY
SHADOWRUN

1/2 PRICE OFFER

GENESIS · SEGA CD · SUPER NES · NES · GAME BOY · GAME GEAR
S.W.A.T.PRO
X-MEN
FLASHBACK

SWATPRO

Half-price Coupon

☑ **YES!**

Enter my one-year subscription to **SWATPRO** for the unbeatable low price of just $14.97 – a savings of 50% off the cover price. That's just like getting two issues for the price of one!

Name

Address

City/State/Zip

☐ Bill Me ☐ Payment Enclosed

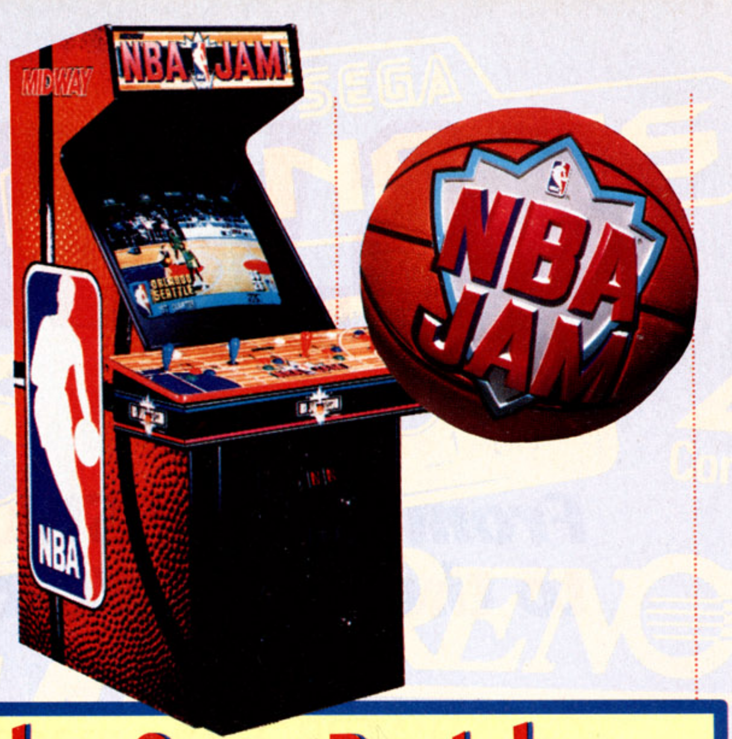
Send to: SWATPRO, P.O. Box 50309, Boulder, CO 80322-0309

Magazine delivered bimonthly. Send foreign and Canadian orders prepaid, in U.S. funds, with $10/year additional postage. Annual newsstand rate: $29.70. Please allow 6-8 weeks for delivery of your first issue.

543G9

Exo Squad (a futuristic action game based on the cartoon). The two games will be released for both the SNES and Genesis, and will be available in September. David Perry, acclaimed producer of the Aladdin games for Virgin, has signed on to develop the company's future 16-bit games.

Quick – what's the all-time money-making arcade game? Is it a classic oldie, like Mario Bros. or Ms. Pac-Man? A recent fighter, like Mortal Kombat or Samurai Shodown? Rejected! According to the **Amusement & Music Operators Association**, **NBA Jam**, released approximately one year ago, is the highest-earning arcade game in the history of the industry. In this era of ultra-violent games, the irony is that NBA Jam has reached the number-one position without including any violence whatsoever.



Jammin' its way to the top of the arcade pile.

Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis	Sega CD
1. Tecmo Super Bowl	1. Mortal Kombat	1. Sonic Spinball	1. Sonic CD
2. Kirby's Adventure	2. Clayfighter	2. Mortal Kombat	2. Ground Zero, Texas
3. Ren & Stimpy Show: Buckeroos	3. Disney's Aladdin	3. Street Fighter II Special Champion Edition	3. Joe Montana NFL Football '94
4. Tetris 2	4. Tecmo Super Bowl	4. Disney's Aladdin	4. Bill Walsh College Football
5. Jurassic Park	5. Mega Man X	5. Eternal Champions	5. Dracula Unleashed
6. Tecmo NBA Basketball	6. John Madden NFL '94	6. Joe Montana NFL Football '94	6. Stellar Fire
7. WWF King of the Ring	7. Jurassic Park	7. Tecmo Super Bowl	7. Prize Fighter Video Boxing
8. Mario Is Missing!	8. Super Empire Strikes Back	8. John Madden NFL '94	8. Jurassic Park
9. Battletoads/Double Dragon: The Ultimate Team	9. Teenage Mutant Ninja Turtles: Tournament Fighters	9. Lotus II R.E.C.S	9. Mad Dog McCree
10. Flintstones 2	10. Mario's Time Machine	10. Lethal Enforcer	10. Lethal Enforcer

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

GAMEPRO is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 194 computer publications in 62 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; ASIA'S Computerworld Hong Kong, PC World Hong Kong, Computerworld Southeast Asia, PC World Singapore, Computerworld Malaysia, PC World Malaysia; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Mobile Business Australia, Network World, Reseller, IDG Resources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BRAZIL'S Computerworld, GamePro, Mundo IBM, Mundo Unix, PC World; BULGARIA'S Computerworld Bulgaria, Ediworld, Macworld Bulgaria, PC World Bulgaria; CANADA'S Direct Access, Graduate Computerworld, InfoCanada, Network World Canada; CHILE'S Computerworld, Informatica; COLOMBIA'S Computerworld Columbia; CZECH REPUBLIC'S Computerworld Electronika, PC World; DENMARK'S CAD/CAM WORLD, Communications World, Computerworld Danmark, LOTUS World, Macintosh Produktkatalog, Macworld Danmark, PC World Danmark, PC World Produktguide, Windows World; ECUADOR'S PC World; EGYPT'S Computerworld Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Teitoverkko; FRANCE'S Distributique, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; HUNGARY'S Alaplap, Computerworld SZT, PC Virlag, PC World; INDIA'S Computers & Communications; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC World Italia; JAPAN'S Computerworld Today Information Systems World, Macworld Japan, Sunworld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/ Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLAND'S Computer! Totaal, LAN Magazine, Lotus World, MacWorld Magazine, NEW ZEALAND'S Computer Listings New Zealand, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/world, Lotusworld Norge, Macworld Norge, Networld, PC World Ekspress, PC World Norge, PC World's Product Guide, Publish World, Student Data, Unix World, Windowsworld, IDG Direct Response; PANAMA 'S PC World; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld,PC World China, Electronics International; China Network World; IDG HIGH TECH BEIJING'S New Product World; IDG SHENZHENZHEN'S Computer News Digest; PHILLIPINE'S Computerworld, PC World; POLAND'S Computerworld Poland, PC World/Komputer; PORTUGAL'S Cerebro, Computerworld, Correio Informatico, MacIn, PC World; ROMANIA'S PC World; RUSSIA'S Computerworld-Moscow, Mir-PC; Sety; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail, Computing S.A., Network World S.A.; SPAIN'S Amiga World, Computerworld Espana, Communicaciones World, Macworld Espana, Nextworld, PC World Espana, Publish, Sunworld; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Lokala Natverk/LAN, Lotus World, MAC&PC, Macworld, Mikrodatorn, PC World, Publishing & Design (CAP), DataIngenjoren, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC & Workstation, PC Katalog; TAIWAN'S Computerworld Taiwan, Global Computer Express, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Lotus Magazine, Macworld, Sunworld; UNITED STATES' AmigaWorld, Cable in the Classroom, CD REview, CIO, Computerworld, Desktop Video World, DOS Resource Guide, Electronic Entertainment, Federal Computer Week, Federal Integrator, GamePro, IDG Books, InfoWorld, InfoWorld Direct, Laser Event, Macworld, Multimedia World, Network World, NeXTWORLD, PC Letter, PC World, PlayRight, Power PC WorldPublish,, SunWorld, SWATPro Video Event, Video Toaster World; VENEZUELA'S Computerworld Venezuela, MicroComputerworld Venezuela, VIETNAM'S PC World Vietnam.

Master the GAME®

specials listed in color

Post Office Box 702, Essex, MA 01929
FAX (508) 283-9172

1-508-281-0178

Many more titles in stock!

call us for hard-to-find titles...

R■E■A■L™
3DO INTERACTIVE MULTIPLAYER

ATARI
JAGUAR SYSTEMS

OVERNIGHT SHIPPING available!

SEGA GENESIS

GENESIS ACCESORIES

Price	Title
$124	System W/Sonic II
$124	Syst. W/St. Rage II
$229	CD Player \SwrShark
$ 69	Menacer W/T2
$ 52	Menacer
$ 24	Ascii Pad
$ 29	Turbo Touch 360
$ 54	Game Genie
$ 34	STD Program Pad
$ 79	Proaction Replay
$ 19	6 Button Controller
$ 29	E.A. 4-Way Play
$ 49	ASCII Fgtng Pwr Stic

GENESIS GAMES

In-stock & Coming soon

Price	Title
$49	Aladdin
$55	Barkley Basketball
$46	Barney the Dinosaur
$38	Bart's Nightmare
$52	Battletech
$52	Btl Toads/Dbl Dragon
$24	Bio Hazard Battle
$44	Blades of Vengeance
$36	B.O.B.
$54	Brett Hull Hockey
$49	Bubsy
$29	Bulls Vs Blazers NBA
$46	Castlevania Bloodline
$50	Ceasar's Palace
$40	Chakan
$51	Clay Fighter
$43	Crash Dummies
$41	Dashin' Desperadoes
$51	Dracula
$37	Elemental Master
$55	E.S.P.N. BB & FB
$56	Eternal Champions
$49	F15: Strike Eagle II
$49	F-117 Night Storm
$43	G-Loc
$49	FIFA: Intntl Soccer
$46	Gauntlet IV
$38	General Chaos
$29	Haunting
$54	Incredible Hulk
$43	Itchy & Scratchy
$53	J. Maddon '94
$43	James Pond 3
$19	Jewel Master
$46	Joe & Mac
$29	John Maddon '93
$46	Jungle Strike
$46	Jurassic Park
$45	King of Monsters 2
$49	Legends of Ring
$69	Lethal Enfrcr w/gun
$36	LHX Attack Chopper
$44	Lost Viking
$49	Lotus II
$53	MORTAL KOMBAT
$29	Mutant League F-Ball
$51	Mutant League Hockey
$53	NBA Jam
$49	NFL Sprst talk FB94
$49	NHL '94
$31	NHL Hockey '93
$48	Nigel Mansell
$10	Offical Auattic Gms
$50	Out of this World
$50	PGA Tour III
$59	Phantasy Star II & III
$69	Phantasy Star IV
$49	Pirate's Gold
$43	Road Rash 2
$20	Shadow Blaster
$46	Shinobi III
$43	Socket
$54	Soldier of Fortune
$56	Sonic III
$43	Sonic Spinball
$52	Sportstalk baseball
$52	Star Quest
$49	Star Trek Nxt Gen
$50	Stichin
$62	St. Fghtr 2 Champ Ed
$44	Strider Returns
$45	Supr Baseball 2020
$43	T-2 Judgement Day
$54	Techmo NBA Bsktb
$43	Toe Jam & Earl II
$33	Tony Larusa Bball
$20	Toxic Crusaders
$58	Uncharted Waters
$43	Virtual Pinball
$56	Virtual Racing
$53	Vital Basketball
$49	World Series Bball
$49	Wrath of Gods
$49	WWF Royal Rumble
$36	X-Men
$46	Zombies ate Nghbrs

GENESIS Look for soon..

Price	Title
$50	Fievel Goes West
$45	Road Riot
$49	World Series Bball

MORTAL KOMBAT

SEGA CD
WELCOME TO THE NEXT LEVEL

GENESIS CD GAMES

Price	Title
$45	Adv. of W. Beamish
$35	After Burner III
$52	B. Walsh Col. Fball
$38	Batman Returns
$48	Chuck Rock II
$50	Cool Spot
$43	Dark Wizard
$50	Dracula
$49	Dragon's Lair
$43	Dungeon Master
$43	European Racer
$51	ESPN Fball & Bball
$43	Final Fight
$49	Ground Zero Texas
$43	Hi-tech Aircraft
$44	INXS
$49	J. Montana NFL
$51	Journey Ctr Earth
$49	Jurassic Park
$51	Last Action Hero
$47	Lunar
$46	Mad Dog McRay
$43	Monkey Island
$43	Mortal Kombat
$49	NBA Basketball
$49	NFL Greatest Teams
$52	NHL '94
$49	Night Trap
$50	Out of this World
$43	Powermonger
$43	Rage in Cage
$46	Rebel Assault
$43	Rise of the Dragon
$38	Road Avenger
$49	Sonic Hedgehog II
$43	Star Wars 3D
$45	Stellafire
$50	Terminator
$43	Wing Commander
$48	World Series
$39	Wonder Dog

SEGA GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

Price	Title
$149	GG Sports System
$129	System W/Sonic II
$119	TV Tuner
$ 49	Rchgble B. Pack
$ 29	Axe Battler
$ 39	David Robinson
$ 39	Ecco the Dolphin
$ 39	Jurassic Park
$ 34	Land Illusion w/MM
$ 39	X-Men

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER N Accessories

Price	Title
$141	System W/SMario
$ 79	Proaction Replay
$ 41	Ascii Supr Advntge
$ 24	Ascii Pad
$ 29	Turbo Touch 360
$ 34	STD Program Pad
$ 64	Fighting Powerstick

SUPER NINTENDO

In-Stock & Coming Soon

Price	Title
$52	Actracer II
$49	Arcus Odyssey
$56	Aladdin
$58	Art of Fighting
$54	Asternix
$50	Battle Cars
$31	Battle Clash
$50	B. Walsh C. Fball
$55	Btle Tds/Dbl Dragon
$48	Blues Brothers
$50	Beastball
$55	Brett Hull Hockey
$51	Bubsy
$38	Bulls Vs Blazers
$44	Championship Pool
$48	Chavez Boxing
$44	Choplifter III
$55	Clayfighter
$49	Claymates
$51	Daffy & Marvin
$48	Dennis the Menace
$51	Dracula
$49	Dream Probe
$59	Empire Strikes Back
$55	ESPN Baseball Fball
$58	Eye of Beholder
$49	First Samurai
$54	Flashback II
$59	Golden Empire
$53	Goof Troop
$50	G.Prix Mtrcycle
$56	Hard Battle III
$54	Incredible Hulk
$49	Itchy & Scratchy
$50	Jaguar
$54	Jim Power 3D
$38	John Maddon '93
$52	John Maddon '94
$56	Jurrasic Park
$50	Kendo Rage
$43	Lamborghini AC
$69	Lethal Enfrcr w/gun
$54	Lord of the Rings
$60	Lufia
$52	Mario Time Machine
$51	Meca Robot Golf
$58	Mega Man X
$53	Mickey's Playtown
$55	Might & Magic II
$57	Might & Magic III
$50	M.L.B.A. Baseball
$59	Mortal Kombat
$44	Musya
$62	NBA Jam Session
$57	NBA Showdown
$52	NHL '94
$53	Operation Logic
$45	Pac Attack
$50	Pink Panther
$44	Power Moves
$53	Ranma 1/2 Hard Btle
$51	Ren & Stimpy
$59	Return of Jedi
$50	R. Bowe Boxing
$58	Secret of Mana
$55	Seventh Saga
$49	Shanghai Showdown
$39	Skulljagger
$50	Sky Blazer
$48	Snow White
$44	Solitaire
$56	Speed Racer
$50	Speedy Gonzales
$59	Star Trek
$45	Street Combat
$39	Street Fighter II
$44	Super Solitaire
$62	St. Fighter II Turbo
$46	Super Battleship
$53	Super Battle Tank II
$59	Super Bomber Man
$29	Super High Impact
$54	Spr Mario All Stars
$42	Super Ninja Boy
$50	Super Valis IV
$55	Suzuka 8 hours
$50	T-2 Judgement Day
$57	Techmo Super Bowl
$49	Techo Wrestling
$59	TMNT Trnmt Fighter
$53	Turn & Burn
$56	Ultima: False Prophet
$51	Utopia
$51	Wicked 18
$49	WCW Superbrawl
$60	WWF II Ryl Rumble
$49	Zombies ate Neighbors

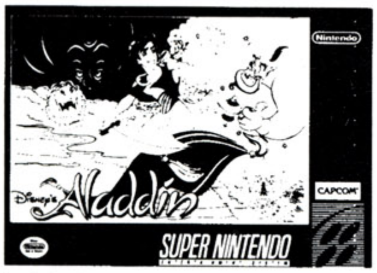
MasterCard

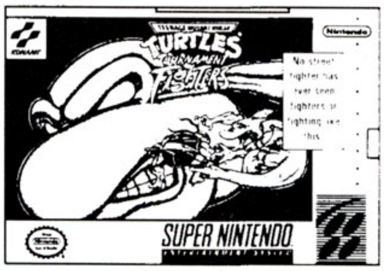
VISA

Super N. Look for soon

Price	Title
$50	Equinox
$60	Golden Fighter
$49	Hyper Volleyball
$52	Radio Flyer
$50	Robo Saurus
$56	Sports ill. F&Bball
$55	Ultimate Fighter
$54	Warrior of Roam 3

GENESIS
TURTLES Tournament Fighters
GA



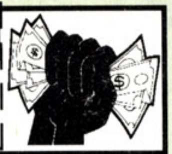


SONIC THE HEDGEHOG 3
GENESIS
SEGA
GA

Prices current at printing, subject to change. Not responsible for typographical errors. Plus S&H min. $5.00 MA residents add 5% sales tax.

Some titles are not in stock
please call.

Advertisement



$20.00 Bonus

Receive a $20.00 Bonus when you sell back 20 or more Super Nintendo or Genesis cartridges/CD's. This coupon must be included with your cartridges. No copies accepted. Limit 1 coupon per package. Cartridges must be received by March 31, 1994.

SEND US YOUR OLD CARTRIDGES

RECEIVE A CHECK BACK OR PURCHASE OTHER TITLES OF YOUR CHOICE

Used SEGA GENESIS Cartridges

	We Sell Used / We Buy
AERO ACROBAT	34.95/15.00
AEROBIZ	44.95/24.00
ALADDIN	39.95/20.00
AMAZING TENNIS	34.95/15.00
AMER. GLADIATORS	39.95/20.00
ANDRE AGASSI TEN.	29.95/13.00
ARIEL LITTLE MERM	34.95/15.00
BARNEY	39.95/20.00
BART'S NIGHTMARE	39.95/20.00
BATTLETOADS	34.95/15.00
BATTLETOADS DOUBLE DRAGON	44.95/24.00
BEAUTY & BEAST	39.95/20.00
BILL WALSH F/B	39.95/20.00
BLADES OF VENG.	44.95/25.00
BOX LEG. OF RING	39.95/20.00
BUBSY	34.95/15.00
BULLS VS. BLAZERS	29.95/14.00
BUSTER'S H. TREAS.	39.95/20.00
CALIFORNIA GAMES	34.95/15.00
CAPTAIN AMERICA	34.95/16.00
CHUCK ROCK	34.95/15.00
SON OF CHUCK	39.95/20.00
CLUE	39.95/20.00
COOL SPOT	34.95/14.00
DAVIS CUP TENNIS	39.95/20.00
DEADLY MOVES	39.95/20.00
DESERT STRIKE	29.95/14.00
DINOS. FOR HIRE	39.95/20.00
DOUBLE DRAGON	29.95/15.00
DOUBLE DRAGON 3	34.95/15.00
DRACULA	39.95/20.00
DRACULA (CD)	34.95/15.00
DRAGON'S LAIR (CD)	39.95/20.00
DUNG. & DRAGONS	39.95/20.00
ECCO THE DOLPHIN	29.95/13.00
ETERNAL CHAMPS	49.95/30.00
EVAND HOLY BOX.	29.95/14.00
F-15 STRIKE EGL II	39.95/20.00
F-117 NIGHT STORM	44.95/25.00
FANTASIA	29.95/14.00
FATAL FURY	34.95/15.00
FIFA INTL SOCCER	49.95/30.00
FLASHBACK	34.95/15.00
FORMULA ONE	39.95/20.00
GAME GÊNIE W/BK	39.95/20.00
GAUNTLET IV	39.95/20.00
GEMFIRE	44.95/22.00
GENERAL CHAOS	34.95/15.00
GREATEST HEAVY.	39.95/20.00
GROUND ZERO (CD)	34.95/15.00
GUNSTAR HEROES	39.95/20.00
HARDBALL III	34.95/15.00
HAUNTING	34.95/15.00
HOOK	39.95/20.00
JEOPARDY	44.95/22.00
JOE MONTANA (CD)	34.95/15.00
JOHN MADDEN '94	49.95/25.00
JUNGLE STRIKE	39.95/20.00
JURASSIC PARK	39.95/20.00
JURASSIC PK (CD)	39.95/20.00
KING SALMON	44.95/22.00
KING MONSTERS	39.95/20.00
LANDSTALKER	39.95/20.00
LEMMINGS	34.95/15.00
LETH. ENFORCERS	49.95/30.00
LHX ATTACK CHOP	29.95/13.00
LOTUS II	44.95/25.00
MCDONALD'S ADV	34.95/14.00
MIG 29	39.95/20.00
MIGHT & MAGIC	39.95/20.00
MONOPOLY	49.95/25.00
MORTAL KOMBAT	49.95/30.00
MUTANT LEAG. F/B	34.95/15.00
NFL FOOTBALL '94	44.95/22.00
NHL HOCKEY '94	49.95/30.00
P.T.O.	49.95/30.00
PGA TOUR GOLF	29.95/13.00
PGA TOUR GOLF 2	44.95/25.00
PHANTASY STAR II	34.95/15.00
PHANTASY STAR III	34.95/15.00
PIGSKIN FOOTBALL	39.95/20.00
POWER CHALL GLF	39.95/20.00
QUAD CHALLENGE	34.95/18.00
RANGER X	34.95/15.00
RBI BASEBALL '93	34.95/15.00
REN & STIMPY	39.95/20.00
ROAD RASH 2	39.95/20.00
ROBOCOP VS TERM	44.95/22.00
ROCKET KNIGHT	34.95/15.00
ROLLING THUND. 3	39.95/20.00
ROM. 3 KINGDOMS 2	49.95/30.00
SHINING FORCE	39.95/16.00
SHINING DARKNESS	29.95/13.00
SHINOBI 3	39.95/20.00
SIDE POCKET	49.95/25.00
SOLDIERS OF FORT	44.95/25.00
SONIC 3	49.95/30.00
SONIC SPINBALL	39.95/20.00
SORCERER'S KING.	39.95/20.00
SPIDERMAN/X MEN	34.95/15.00
SPLATTERHOUSE 3	39.95/20.00
STREET FIGHTER II CHAMP EDITION	49.95/30.00
STREETS RAGE 2	34.95/14.00
SUMMER CHALL.	39.95/20.00
SUNSET RIDERS	39.95/20.00
SUP. BATTLETANK	39.95/20.00
T2 ARCADE GAME	29.95/13.00
TALESPIN	34.95/15.00
TAZMANIA	29.95/14.00
TECMO SUPER BWL	49.95/25.00
TECMO SUPER NBA	49.95/30.00
TMNT HYPERSTONE	29.95/15.00
TOURN. FIGHTER	49.95/30.00
TOEJAM & EARL 2	39.95/20.00
VIRTUAL PINBALL	39.95/20.00
WAYNE'S WORLD	39.95/20.00
WHEEL FORTUNE	39.95/20.00
WIMBLEDONTENNIS	39.95/20.00
WINTER OLYMPICS	39.95/20.00
WORLD ILLUSION	34.95/15.00
WWF ROY. RUMBLE	39.95/20.00
X MEN	29.95/14.00
ZOMBIE ATE NEIGH	39.95/20.00

SUPER NINTENDO

7TH SAGA	49.95/30.00
ACTRAISER 2	49.95/30.00
AERO ACROBAT	44.95/24.00
AEROBIZ	49.95/30.00
ALADDIN	49.95/25.00
ALIEN VS PRED.	44.95/24.00
ALIEN 3	39.95/20.00
AMER. GLADIATORS	44.95/22.00
AQUATIC GAMES	44.95/22.00
ART OF FIGHTING	49.95/25.00
AXELAY	34.95/15.00
BART'S NIGHTMARE	34.95/15.00
BATMAN RETURNS	34.95/15.00
BATTLE GRND PRIX	44.95/24.00
BATTLETOADS	34.95/15.00
BATTLETOADS/DD	44.95/22.00
BEETHOVEN	44.95/22.00
BEST OF THE BEST	39.95/20.00
BIOMETAL	49.95/25.00
B.O.B.	39.95/20.00
BOX. LEG. OF RING	44.95/24.00
BRAWL BROTHERS	39.95/20.00
BUBSY	39.95/20.00
BULLS VS. BLAZERS	34.95/15.00
BUST. BUSTS LSE	39.95/20.00
CAESAR'S PALACE	49.95/25.00
CAL RIPKEN B'BALL	39.95/20.00
CALIF. GAMES II	49.95/25.00
CAPTAIN AMERICA	49.95/30.00
CASTLEVANIA IV	39.95/20.00
CHAMP. POOL	49.95/30.00
CHESSMASTER	29.95/13.00
CHESTER CHEETAH	44.95/22.00
CHUCK ROCK	39.95/20.00
CLAY FIGHTER	49.95/30.00
CLIFFHANGER	49.95/25.00
COMBATRIBES	44.95/22.00
COOL SPOT	44.95/22.00
CRASH DUMMIES	49.95/25.00
CYBERSPIN	44.95/22.00
DAFFY DUCK	44.95/25.00
DESERT STRIKE	39.95/20.00
DOOMSDAY WARR.	44.95/22.00
DR FRANKEN	44.95/24.00
DRACULA	49.95/25.00
DUNGEON MASTER	44.95/25.00
EVO	49.95/30.00
F ZERO	34.95/15.00
F 1 R.O.C.	44.95/22.00
FAMILY FEUD	49.95/25.00
FATAL FURY	39.95/18.00
FINAL FANTASY 2	39.95/20.00
FINAL FIGHT 2	44.95/22.00
FIRST SAMURAI	44.95/22.00
GEMFIRE	49.95/25.00
GOAL	44.95/22.00
GODS	39.95/20.00
GOOF TROOP	44.95/25.00
GP 1	44.95/22.00
ININDO	39.95/20.00
INTL TENNIS TOUR	49.95/25.00
J. NICKLAUS GOLF	44.95/22.00
JEOPARDY	49.95/25.00
JIMMY CONNORS	44.95/22.00
JOHN MADDEN '94	49.95/25.00
JURASSIC PARK	49.95/30.00
KAWASAKI CHALL.	44.95/22.00
KENDO RAGE	49.95/30.00
KING ARTHURS	39.95/20.00
KING MONSTERS	39.95/20.00
KRUSTY'S FUNHSE	34.95/15.00
LAMBORGHINI	44.95/24.00
LAWNMOWER MAN	49.95/25.00
LETHAL WEAPON	39.95/20.00
LOCK ON	44.95/22.00
LOST VIKINGS	39.95/20.00
LUFIA	49.95/30.00
MAGIC SWORD	39.95/20.00
MARIO'S TIME MACH	44.95/22.00
MECH WARRIOR	44.95/22.00
MEGAMAN X	54.95/35.00
MONDAY NIGHT FB	44.95/25.00
MONOPOLY	49.95/25.00
MORTAL KOMBAT	49.95/30.00
MUSYA	39.95/20.00
MVP BASEBALL	39.95/20.00
NBA SHOWDOWN	49.95/30.00
NCAA BASKETBALL	34.95/15.00
NFL FOOTBALL	44.95/22.00
NHLPA HOCKEY '94	49.95/25.00
NIGEL MANSELL RC	39.95/20.00
OPER. LOGIC BOMB	39.95/20.00
PAC ATTACK	44.95/22.00
P.T.O.	49.95/30.00
PALADIN'S QUEST	49.95/30.00
PEBBLE BEACH	49.95/30.00
PGA TOUR GOLF	49.95/30.00
PILOTWINGS	34.95/15.00
PINK GOES HOLLY	44.95/25.00
PITFIGHTER	39.95/20.00
PLOK	49.95/25.00
POCKY & ROCKY	39.95/20.00
POWER MOVES	44.95/22.00
PUGLEYS SCAV HNT	39.95/20.00
RACE DRIVIN'	39.95/20.00
RAMPART	39.95/20.00
RANMA 1/2	49.95/30.00
REDLINE F1 RACER	44.95/24.00
REN & STIMPY	44.95/22.00
RIVAL TURF	34.95/14.00
ROAD RIOT 4WD	39.95/20.00
ROBOCOP VS TERM	49.95/25.00
ROCK & ROLL RACE	44.95/24.00
ROM. 3 KINGDOMS 2	54.95/30.00
SECRET OF MANA	49.95/30.00
SHADOWRUN	44.95/22.00
SIDE POCKET	49.95/30.00
SIDEKICK SOCCER	49.95/30.00
SIMANT	49.95/30.00
SIMCITY	39.95/20.00
SIMEARTH	44.95/22.00
SOLDIERS OF FORT	49.95/30.00
SOUL BLAZER	39.95/20.00
SPIDERMAN/X MEN	34.95/15.00
STANLEY CUP HCKY	39.95/20.00
STAR FOX	39.95/20.00
STREET FIGHTER II	29.95/15.00
TURBO	49.95/30.00
SUNSET RIDERS	49.95/30.00
SUPER ADV ISLAND	39.95/20.00
SUP BASEBALL 2020	44.95/22.00
SUPER BATTLESHIP	49.95/30.00
SUPER BATTLETNK	34.95/14.00
SUPER BLACK BASS	49.95/30.00
SUPER BOMBERMAN W/MULTITAP	49.95/30.00
SUPER CONFLICT	44.95/22.00
SUP DBL DRAGON	34.95/15.00
SUPER EMPIRE STRIKES BACK	49.95/30.00
SUPER HIGH IMPCT	39.95/20.00
SUPER MARIO ALL STARS	39.95/20.00
SUPER MARIO KART	39.95/20.00
SUPER OFF ROAD	34.95/15.00
SUPER OFF RD BAJA	49.95/30.00
SUPER SOCCER	39.95/20.00
SUP. SOCCER CHMP	44.95/22.00
SUPER STAR WARS	29.95/13.00
SUPER STRIKE EGL	39.95/20.00
SUPER TURRICAN	44.95/22.00
SUPER VALIS IV	44.95/22.00
SUPER WWF	34.95/15.00
T2 JUDGEMENT DAY	49.95/25.00
TAZ MANIA	44.95/22.00
TECMO NBA B'BALL	39.95/18.00
TECMO SUPER BWL	49.95/30.00
T.M.N.T. 4	34.95/15.00
T.M.N.T. TOURNAMENT FIGHTERS	49.95/30.00
TERMINATOR	44.95/22.00
THE DUEL	44.95/22.00
THOMAS TANK ENG.	44.95/22.00
TIME SLIP	49.95/30.00
TKO BOXING	44.95/22.00
TOM & JERRY	39.95/20.00
TOP GEAR	34.95/15.00
TOP GEAR 2	49.95/30.00
TOTAL CARNAGE	44.95/22.00
TOYS	39.95/20.00
TRODDLERS	44.95/25.00
TUFF E NUFF	44.95/22.00
ULTRAMAN	29.95/14.00
UN SQUADRON	34.95/15.00
UNCHART. WATERS	49.95/30.00
UTOPIA	49.95/30.00
VEGAS STAKES	49.95/30.00
WAIALAE GOLF	39.95/20.00
WARPSPEED	39.95/20.00
WAYNE'S WORLD	39.95/20.00
WE'RE BACK	44.95/22.00
WHEEL FORTUNE	44.95/22.00
WICKED 18	44.95/24.00
WOLFCHILD	44.95/22.00
WORDTRIS	44.95/22.00
WORLD HEROES	49.95/30.00
WORLD SOCCER '94	49.95/30.00
WWF ROY. RUMBLE	44.95/22.00
YOSHI'S COOKIE	39.95/18.00
ZELDA III	34.95/15.00
ZOMBIES ATE NEIGH	39.95/20.00

To Sell Cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges you are selling.
2. If you would like to purchase cartridges with the money received, list the titles you would like to order on the same piece of paper.
3. Pack your cartridges, all paperwork in a box. Send the box to the address below by UPS or registered mail. Be sure to include the "Dept #" on the outside of your package.
4. Your check will be normally be mailed within 2-3 working days of receiving your cartridges.

To Buy Cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges you would like to order. To speed processing of your order, list an alternative for each title you are ordering.
2. Calculate the total for the cartridges you wish to order, including shipping & handling charges ($6.00 for the first cartridge, $1.00 for each additional, Alaska, Hawaii, APO, FPO double shipping & handling charges). California residents add 7.85% sales tax.
3. Allow 21 days for personal checks to clear - send money order for fastest processing.
4. Send your order to the address below.

Send your Cartridges/Orders to:

BRE Software
Dept. PR3
352 W. Bedford Ave, Suite 104
Fresno, CA 93711

Credit Card Orders (209) 432-2684

Titles in *ITALICS* are newer and may or may not be available. All Used Genesis & Super Nintendo cartridges must include box, inserts, instructions, maps, etc. Cartridges without box, instructions, etc will be returned at your expense. All used cartridges have a 90 DAY WARRANTY and are subject to availability. Prices in this ad will be effective thru 3/31/94. We reserve the right to refuse any sale or purchase. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with checks. NO COD's.Due to the nature of game cartridges, we are unable to give refunds.For shipping, add $6.00 for the first cartridge and $1.00 for each additional. Alaska/Hawaii/APO double shipping charges. Calif Res add 7.85% tax. If we do not receive your package by 3/31/94 or your game titles are not listed in this ad, you will be paid from our current price list. To receive prices in this ad you must include the 'Dept. #' from below on the OUTSIDE of your package. If you are unclear about any of our policies or procedures, please call.

Send $1.00 for complete Buy/Sell price list

Back Issues!

GAMEPRO

The definitive source for the best tips and reviews of the hottest games for all home video game systems.

#10 (May '90) Bonk's Adventure
#11 (Jun '90) NES Baseball Games, Dick Tracy Exclusive
#12 (Jul '90) Teenage Mutant Ninja Turtles
#13 (Aug. '90) Michael Jackson's Moonwalker
#14 (Sept. '90) Fall Football Action, Game Genie Preview
#15 (Oct. '90) Halloween Games, Castlevania III
#16 (Nov. '90) Gremlins 2, Mega Man 3
#17 (Dec. '90) The Simpsons, Handheld Buyer's Guide
#18 (Jan. '91) Annual Superstar Sports Issue
#19 (Feb. '91) CD-ROM Games, Game Boy's Mega Man
#20 (Mar. '91) Comic Strip Games, Mickey Mouse
#21 (Apr. '91) Super NES Preview, Double Dragon
#22 (May '91) Battletoads, Game Gear Preview
#23 (Jun '91) Sonic the Hedgehog, 16-Bit Buyer's Guide
#24 (Jul. '91) Baseball Preview, TurboGrafx-16 Buyer's Guide
#25 (Aug. '91) Super NES Buyer's Guide, Spider-Man
#27 (Oct. '91) Star Wars, Super Ghouls 'N Ghosts
#28 (Nov. '91) The Addams Family, Castlevania IV
#29 (Dec. '91) Football Review, Bart's Back
#30 (Jan. '92) 56 New Carts Reviewed!
#31 (Feb. '92) TMNT III, Genesis Buyer's Guide
#33 (Apr. '92) 16-Bit Games for '92, Basketball Blowout
#34 (May '92) Splatterhouse 2 for the Genesis
#35 (Jun. '92) Taz-Mania, Beat-em-up Special Feature
#36 (Jul. '92) Alien 3, Sega CD-ROM
#37 (Aug. '92) Sega CD, Exclusive Alien 3 Sneak Preview
#38 (Sept. '92) Street Fighter II Strategy Guide Insert, Pt.1
#39 (Oct. '92) Street Fighter II Strategy Guide Insert, Pt.2
#40 (Nov. '92) Street Fighter II Strategy Guide Insert, Pt.3
#41 (Dec. '92) Street Fighter II Strategy Guide Insert, Pt.4
#42 (Jan. '93) Street Fighter II Strategy Guide Insert, Pt.5
#43 (Feb. '93) Art of Fighting/World Heroes Special Insert
#44 (Mar. '93) Sonic 2 Strategy Insert, Pt.1
#45 (Apr. '93) Sonic 2 Strategy Insert, Pt.2
#46 (May '93) Super Sports Roundup Insert
#47 (Jun. '93) Super Star Wars Strategy Guide Insert
#48 (July '93) Jurassic Park! Star Wars SNES Secrets!
#49 (Aug. '93) Street Fighter II Turbo Preview
#50 (Sept. '93) Mortal Kombat, Street Fighter II Turbo Insert, Pt.1
#51 (Oct. '93) Super SF II Turbo Insert, Pt.2, PLUS Samurai Shodown
#52 (Nov. '93) Free Mortal Kombat Strategy Guide Insert
#53 (Dec. '93) Teenage Mutant Ninja Turtles:Tournament Fighter
#54 (Jan. '94) Mortal Kombat II
#55 (Feb. '94) Stars of '93 – Editors Choice Awards

***$5.00 Each** (Indicate GamePro and issue number on order form)*

S.W.A.T.PRO

Secret Tips, Tactics, and Passwords for games on all video game systems.

6 (July '92) Street Fighter II
7 (Sept. '92) Teenage Mutant Ninja Turtles IV
8 (Nov. '92) Super Double Dragon
9 (Jan. '93) Road Runner's Death Valley Rally
#10 (Mar. '93) Sonic The Hedgehog 2
#11 (May '93) Mega Man V
#12 (July '93) Road Rash 2
#13 (Sept '93) X-Men PLUS Flashback Pro Strategy Guide
#14 (Nov '93) Bubsy PLUS Flashback & Shadowrun Strategy Guide
#15 (Jan '94) Super Street Fighter II

***$5.00 Each** (Indicate SWATPro and issue number on order form)*

Return with payment to:

Back Issues
GamePro Magazine
P.O. Box "P"
San Mateo, CA 94402
or CALL: 415-330-4PRO

Shipping/Handling:
U.S.A.: include $2.50 per copy.
Canada: include $4.50 per copy.
International: include $7.50 per copy.
(U.S. funds only)
Shipping is via surface mail.
Allow 4 to 6 weeks for delivery.

Credit Card: ☐ MasterCard ☐ Visa

Card # ____________________

Signature ____________________ Exp. Date ________

Name ____________________

Address ____________________

City, ________ State, ________ Zip Code ________

Magazine	Issue #	Quantity	Price for each	Total

Total Number Ordered ________
Shipping ________
CA and IL residents add appropriate tax ________
TOTAL ________

Advertiser Index

Acclaim 15, 81
Accolade 10, 1, 55, 69, 123
Activision 61
Asciiware .... 2, 3, 4th Cover
Atari 133, 134, 135, 136
BRE Software 190
Codemasters 40, 41
Data East USA 138
Electro Brain 25, 145
Electronic Arts 20, 21
Fleercorp 83
Flying Edge 9, 119
FunCo Inc. 176, 177
Galoob 82
Game Discount Warehouse 14
Hudson Soft 131
Interplay 1, 84
Konami .... 2nd Cover, 58, 59, 147
LJN 63
Lucas Arts 71
Master the Game 189
Micro-PACE Inc. 173
Naki 5
Namco HomeTek 111
Quickshot Technology 73
ReadySoft 149
Sega of America 16, 17, 26, 27, 30, 31, 64, 65, 112, 113, 154, 155
Software Toolworks 116, 117
Sony Imagesoft 49, 51, 53
STD .... 192, 3rd Cover
Sunsoft 7
TSR 45
Turbo Technologies 167
Upper Deck 75
US Gold, Inc. 124, 125
Vic Tokai 175
Virgin Games 79
Working Designs 77

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

Advertising Sales
National Advertising Director
John Sieling (415) 349-4300
Sales Associate
Tiffany Wallace
Advertising Coordinator
Michelle Wheatley
National Accounts Manager
Jim Shepherd
Sales Associate
Kyla Preston
Central Region/Eastern Region
Russ H. Hoefer (708) 441-0791
Sales Associate
Sherry Helberg

Credit Sales
Corporate Credit Manager
Jay Boviard
Senior Credit Manager
Judy Callahan

Single Copy Sales
Kemco Services, Inc.
(603) 924-0224

CHIPS & BITS

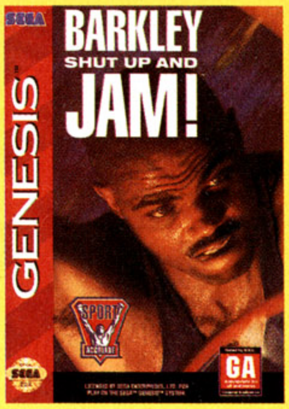
PO BOX 234 ROCHESTER VT 05767 DEPT 10038

Call 802-767-3033 Fax 802-767-3382
Source 10038

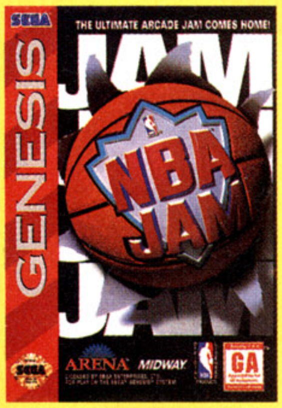
Visa/MC accepted. Checks held 4 weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. **OVERNIGHT SHIPPING** in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

GENESIS
SONIC THE HEDGEHOG 3
SEGA
GA

'SONIC THE HEDGEHOG 3' stars the most popular video game personality in history and features new Badniks for Sonic and Tails to rescue. Also features 7 all-new levels, never-before-seen special stages, 1 or 2 player, split-screen action, 16 Meg cartridge with a new game save feature and new powers-up and moves. **$56**



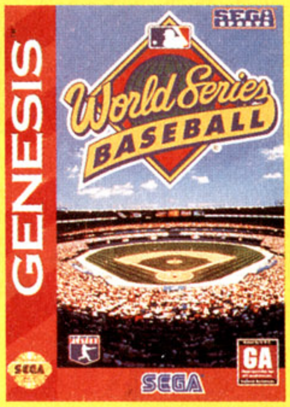
'BARKLEY: SHUT UP AND JAM!' isn't a game of polished wood and shiny paint. It's a game of tough street ball. The kind of ball Barkley played as a kid. No bleachers filled with fans, – just you and the guys on the graffiti covered asphalt. Features 4 player adaptor support, 2-on-2 basketball, 16 different street players & single game or tournament. **$56**



'NBA JAM', the ultimate sports, arcade game is now available for home play. From unbelievable Tomahawk jams to wild full-court shots, this game is packed with incredibly detailed, digitized graphics of 54 of the league's hottest players and the amazing moves, lightning-fast steals, in-your-face rejections and ultra slam-dunks. **$54**

MEGA MAN X
Nintendo
CAPCOM
SUPER NINTENDO

'MEGA MAN X' In the 21st century, advanced robots have begun to form a rebellion against the people of earth. Join Mega Man and the RoboPolice to lead an attack against Sigma and his evil plans of genocide. **$59**



'WORLD SERIES BASEBALL' is the only Genesis game to boast all 28 real teams, nicknames, logos and stadiums. Features 700 of your favorite stars with their '92 stats. The sequel to Sports Talk Baseball offers 'In the Batter's Box' view. Real full-season action with League Play, All-Star Game, League Championship & World Series **$49**

GENESIS HARDWARE

4 Way Play Adaptor	$29
6 Bttn Arcde Pow Stick	$44
6 Button Control Pad	$19
F-16 Wireless Cntl Pad	$42
Genesis Activator	$89
Genesis CD System 2	$229
Genesis CDX System	$399
Gen System Sonic 2	$119
Genesis Team Player	$28
Mega Mouse	$36
Power Plug	$34
Remote Arcade System	$36
Turbo Touch 360	$24

GENESIS ADVENTURE

Addams Family	$44
Adven Willie Beam CD	$34
Aladdin	$49
Alien CD	$49
Alien Vs Predator	$49
Asterix & Great Rescue	$49
Batman:Revnge Joker	$34
Beavis & Butt Head	$49
Belle's Quest	$46
Blades of Vengeance	$42
Bubsy	$46
Castlevania	$46
Chester Cheetah 2	$46
Chuck Rock 2 or CD	$49
Cliffhanger or CD	$49
Dashing Desperados	$42
Demolition Man CD	$54
Desrt Demoltn Rd Run	$43
Dolphin CD	$39
Dracula or CD	$49
Dracula Unleashed CD	$43
Dragons Lair	$46
Dragons Lair 1 or 2 CD	$49
Dune:Battle for Arrakis	$49
Golden Axe 3	$49
Haunting	$36
Heimdall CD	$49
High Seas Havoc	$46
Hook	$49
Hurricanes	$49
Impossible Mission	$54
Incredible Hulk	$54
Indiana Jones CD	$39
Indy Jones 4 CD	$44
Indy Jones Last Crusde	$46
Interplanetary Lizards	$49

GENESIS ADVENTURE

Jungle Book	$52
Jurassic Park CD	$49
Lawnmower Man CD	$52
Mad Dog McCree CD	$49
Mansn Hiddn Souls CD	$49
Mickeys Magical Quest	$52
Out of this World or CD	$49
Pink Panther	$47
Pirates of Dark Water	$54
Pitfall	$52
Prince of Persia	$49
Radical Rex	$49
Rebel Assault CD	$46
Return to Zork CD	$49
Ren & Stimpy Show	$46
Rise of the Dragon CD	$43
Rise of Robots or CD	$49
Roar of the Beast	$43
Robocop Vs Terminator	$56
Rolling Thunder 3	$49
Secret Monky Islnd CD	$42
Sherlock Holmes 2 CD	$43
Shinobi 3	$46
Sonic Hedgehog CD	$46
Space Ace CD	$49
Space Pirates CD	$49
Spidermn v Kingpin CD	$36
Spiderman: Venom	$54
Splatterhouse 3	$52
StarTrek:Deep Space 9	$54
Star Trek Next Genrtn	$49
Star Trek Next Gen CD	$64
Steven Seagal	$54
Switch CD	$49
T2:Judgement Day	$42
Technoclash	$36
Terminator CD	$49
Time Killers	$56
TimeGal CD	$39
Tin Head	$49
Toe Jam & Earl 2	$46
Vikings	$46
Who Shot John Rck CD	$49
Yng Indy Jones Chron	$43
Zombies Ate Neighbors	$46
Zool	$49

GEN KICK & PUNCH

Akira	$52
BattleToads/Dble Drag	$49
Best of the Best	$49

GEN KICK & PUNCH

Brutal CD	$52
Clayfighter	$52
Deadly Moves	$47
Eternal Champions	$56
Fatal Fury 2	$54
Final Fight CD	$39
King of the Monsters 2	$46
Kung Fu:Legnd Contin	$56
Mortal Kombat 2	$69
Mortal Kombat CD	$46
Ninja Warriors CD	$49
Power Instinct	$52
Rise of the Robots	$49
Rise of the Robots CD	$46
Street Fight 2 Cham Ed	$62
Streets of Rage 2	$54
Streets of Rage 3	$59
TMNT:Tournamnt Fightr	$56
World Heroes	$49
World Heroes 2	$56

GEN ROLE PLAYING

Battletech	$52
Battletech CD	$42
Dark Wizard CD	$43
Dungn Mstr Skll Kp CD	$42
Eye of Beholder CD	$54
Genghis Khan 2	$59
Lunar CD	$46
Lunar 2 CD	$49
Might & Magic 3	$59
Phantasy Star 2 or 3	$59
Pirates! Gold	$49
Powermonger CD	$43
Rings of Power	$56
Shadow Run	$49
Shining Force	$48
Star Quest	$52
Unchtd Wtrs New Horiz	$59
Vay CD	$46

GENESIS SHOOTERS

Battle Fantasy CD	$42
Black Hole Assault CD	$42
Crime Patrol CD	$49
Drug Wars CD	$49
Exo Squad	$54
Gauntlet 4	$46
Grindstormer	$46

GENESIS SHOOTERS

Lethal Enforcers w/gun	$69
Lethl Enforc w/gun CD	$64
Mad Dog McCree 2 CD	$49
Mega Turrican	$46
Silpheed CD	$43
Skeleton Krew	$46
Soldier of Fortune	$54
Soul Star CD	$46
Stellar Fire CD	$46
Subterrania	$49
T2:Arcade Game CD	$49
Third World War CD	$42
Total Carnage or CD	$49
Viewpoint	$54

GEN SIMULATIONS

AH-3 Firehawk CD	$44
Battle Corps CD	$46
F117 Night Storm	$52
F15 Strike Eagle 2	$48
Formula 1	$49
Ground Zero Texas CD	$54
Jaguar Racing CD	$39
Lotus Turbo Challnge 2	$44
Mario Andretti Racing	$54
Monster Truck Wars	$49
Nigel Mansell WCR	$49
Pacific Theater Ops	$57
Pow Mod:Euro Car CD	$42
Racing Aces CD	$36
Road Avenger CD	$39
Road Rash 1 or 2	$42
Road Riot 4WD	$44
Sea Quest DSV	$56
Skitchin'	$49
Speed Racer	$56
Super Battletank 2 CD	$44
Tomcat Alley CD	$49
Top Gear 2	$46
Virtua Racing	$79
Wing Commander 2	$56
World Champ Rally CD	$49

GENESIS SPORTS

Bill Walsh Coll Football	$50
Bill Walsh Coll Ftbll CD	$52
Bowling	$42
Brett Hull Hockey	$54
Brutal Football	$49

GENESIS SPORTS

Double Dribble	$52
ESPN Bsball or Fball	$54
ESPN Bsbll or Fball CD	$49
FIFA Internatnl Soccer	$52
Greatest Heavyweights	$49
Jammit	$56
Legends of the Ring	$49
Links Pro Golf CD	$54
MLPBA Baseball	$52
MLPBA Grnd Slam Bbll	$54
Madden Football 94	$54
Mutant League Fball	$36
Mutant League Hockey	$49
NBA Basketball or CD	$49
NBA Showdown	$58
NFL Greatst Teams CD	$49
NFL SportsTalk FB 94	$49
NHL Hockey 94	$49
NHL Hockey 94 CD	$52
PGA Tour 2	$49
PGA 3: Europe	$52
Pebble Beach Golf	$46
Pele Soccer	$54
Prize Fightr Vid Box CD	$49
RBI 94	$46
Side Pocket	$39
Tecmo Baseball	$54
Tecmo Hockey	$54
Tecmo Super NBA	$54
WWFSW2:Royal Rumb	$49
WWF:Rage Cage CD	$46
Wimbledon Tennis	$39
Winter Olympics	$54
World Champn Soccr 2	$46
World Cup USA 94	$54

GENESIS STRATEGY

Aero Biz Super Sonic	$59
Caesars Palace	$49
Columns 3	$46
Dragons Fury 2	$46
Dune CD	$49
General Chaos	$36
Jeopardy 1 or 2	$49
Jeopardy Sports Editn	$49
Jeopardy CD	$49
Liberty or Death	$59
Nobunaga's Ambition	$49
Operation Europe	$59
Risk	$52
Romn 3 Kingdm 2 or 3	$59

GENESIS STRATEGY

Shanghaii 2	$44
Sonic Spinball	$43
Star Wars Chess CD	$49
Triple Score	$34
Virtual Pinball	$43
Warrior of Rome 3 CD	$52
Wheel of Fortune 2	$49
Wheel of Fortune CD	$52

GAME GEAR

Game Gear System	$129
NBA Basketball	$32
NBA Jam	$38
NFL Fball Joe Montana	$36
Sonic 3	$32

JAGUAR

Jaguar System	$249
Alien v Predator	$54
Checkered Flag 2	$54
Crescent Galaxy	$44
Raiden	$44

NEO GEO

NG Gold System	$569
3 Count Bout	$189
Fatal Fury 2	$199
Samurai Showdown	$199
World Heroes 2	$199

TURBO GRAFX

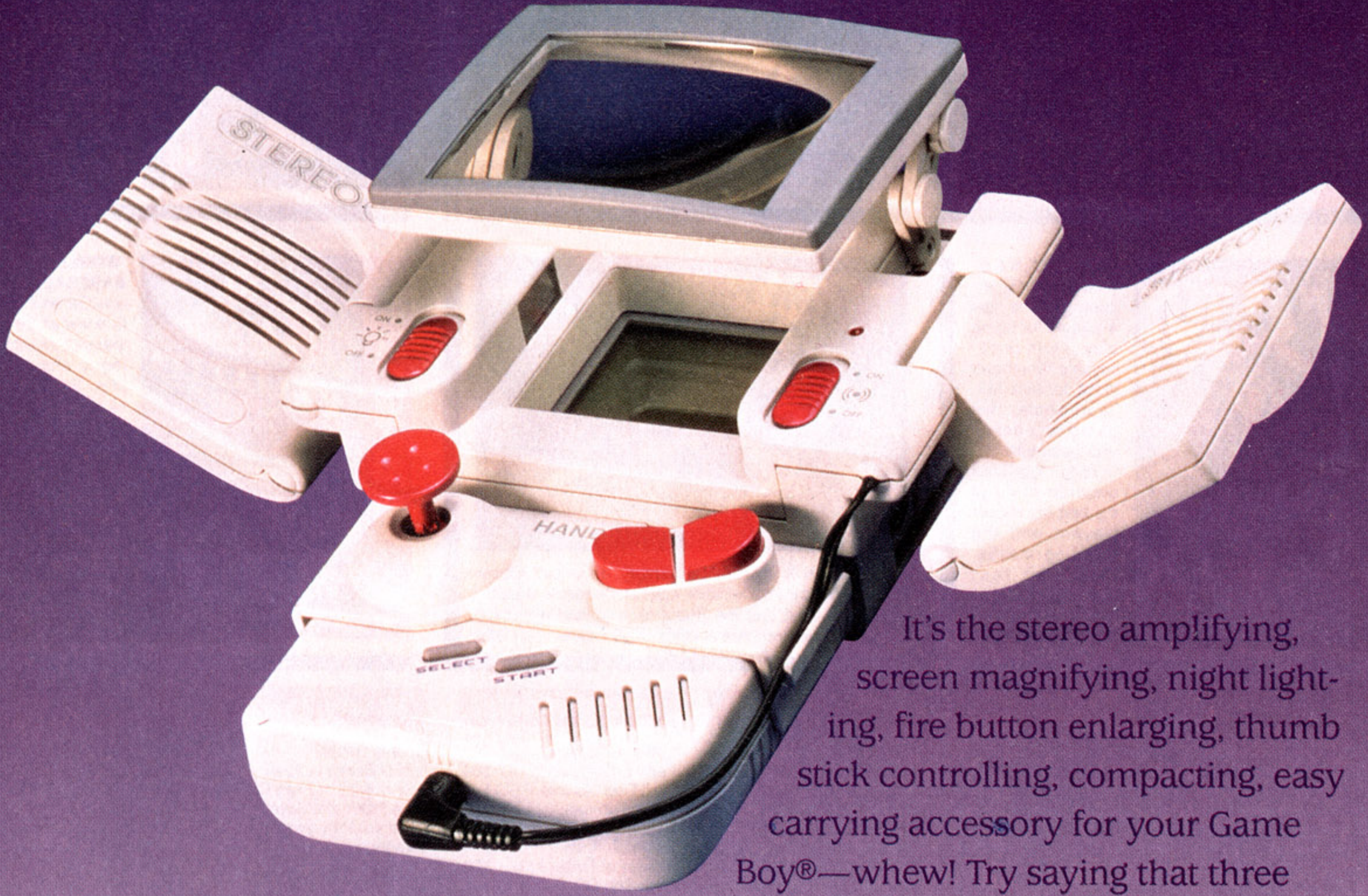
Turbo Duo	$289
Air Zonk	$42
Dragon Slayer CD	$42
Madden Football CD	$44
Simearth CD	$42

3DO

3DO System	$699
Battle Chess	$46
Dragons Lair	$49
Escape Monster Manor	$49
Night Trap	$52

GP0394

Fully Loaded.



STEREO
STEREO
HANDY
SELECT
START

It's the stereo amplifying, screen magnifying, night lighting, fire button enlarging, thumb stick controlling, compacting, easy carrying accessory for your Game Boy®—whew! Try saying that three times fast—it's a mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin' about.

Handy Boy™—don't settle for less.

HANDY BOY™
THE ALL-IN-ONE ACCESSORY FOR GAME BOY®
COMPACT VIDEO GAME SYSTEM
Nintendo
Joyplus
BY STD
HANDY BOY™
COMPACT DESIGN (LIGHTWEIGHT!)
ADJUSTABLE MAGNIFYING LENS
NIGHT LIGHT
STEREO SPEAKERS (AMPLIFIER)
JOYSTICK
ENLARGED FIRE BUTTONS
SHOULDER STRAP
LICENSED BY
Nintendo
Official Nintendo Seal of Quality

STD

We Can Help You Win

Available At:

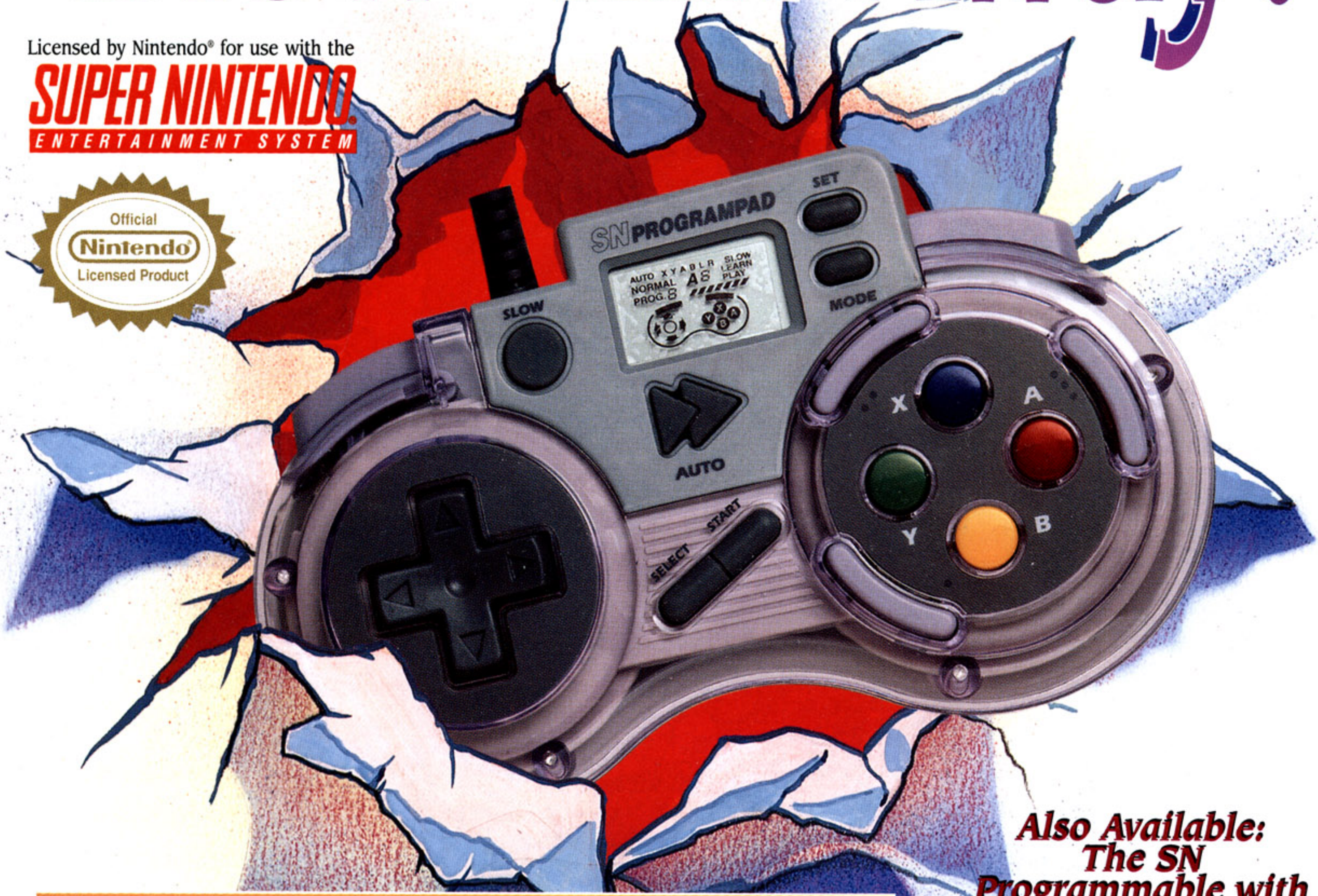
SEARS FUNTRONICS
BEST.
electronics boutique
KAYBEE America's Toy Store
Service Merchandise
SOFTWARE ETC

Game Boy® and Handy Boy™ are trademarks of Nintendo of America.
Game Boy® is sold separately.

Blow 'Em Away!

Licensed by Nintendo® for use with the SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Licensed Product



Also Available: The SN Programmable with battery back-up!

SN PROGRAMMABLE

The SN ProgramPad blasts through your Street Fighter II™ & Fatal Fury™ opposition one by one. You can do a Dragon Punch*, Spinning Pile Driver*, Sonic Boom*, Hurricane Uppercut**, Burn Knuckle**, Dragon Bullet** & many more by hitting one button. When you're done sticking it to these tough games, use the ProgramPad's 6 memory spaces to program your favorite moves from Mortal Kombat® and other hot games. But moves aren't all you get. Activate the secret code to play any character against himself. And check out the LCD screen, independent auto-fire, slow motion & extra long cord!

POWER UP WITH THE SN PROGRAMPAD

Make your own rules!

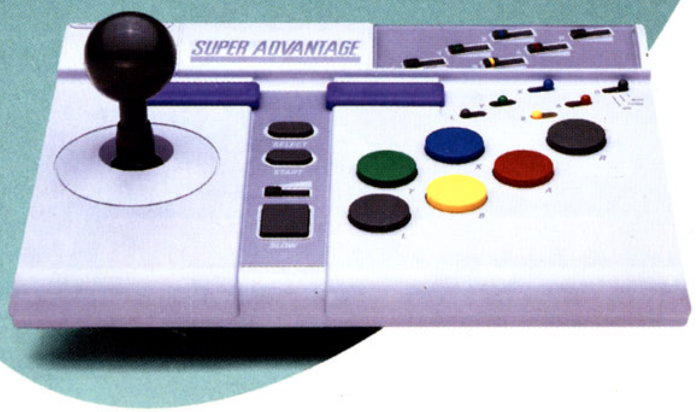
STD

110 Lakefront Drive
Hunt Valley, MD 21030
410/785-5661

*Terms used in association with Street Fighter II™ were originated by Capcom USA. / **Terms used in association with Fatal Fury™ were originated by Takara Co. Ltd. / Street Fighter II™ is a trademark of Capcom USA. / Fatal Fury™ is a trademark of Takara Co. Ltd. / Mortal Kombat® is a trademark of and licensed from Midway® Manufacturing Company ©1992 All Rights Reserved - Used by permission. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. ©1993 All Rights Reserved. Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America. ©1993 STD Entertainment (USA), Inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BECAUSE LOSING SUCKS



SUPER ADVANTAGE®

That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage. That's why we've got two ways to keep you winning: the Super Advantage and asciiPad,™ both for the Super NES.® They've got the kind of enhancements you need for today's fiercest games—features like TURBO-FIRE (up to 32 shots per second), hands-free AUTO TURBO and SLOW-MOTION CONTROL. With all these killer features and cool styling, it's no wonder they're the #1 enhanced controllers for the Super NES. So take your pick, and then take on the neighborhood. With this kind of power, you'd just better learn how to be a gracious winner.

ASCIIWARE™

The asciiPad. Devastation in the palm of your hand.

IT'S HOW TO WIN.

©1993 ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo, CA 94403. Telephone: 415/570-7005. ASCIIWARE and asciiPad are trademarks of ASCII Entertainment Software, Inc. All rights reserved. Super Nintendo Entertainment System, Super Advantage, and the official seals are registered trademarks of Nintendo of America Inc.